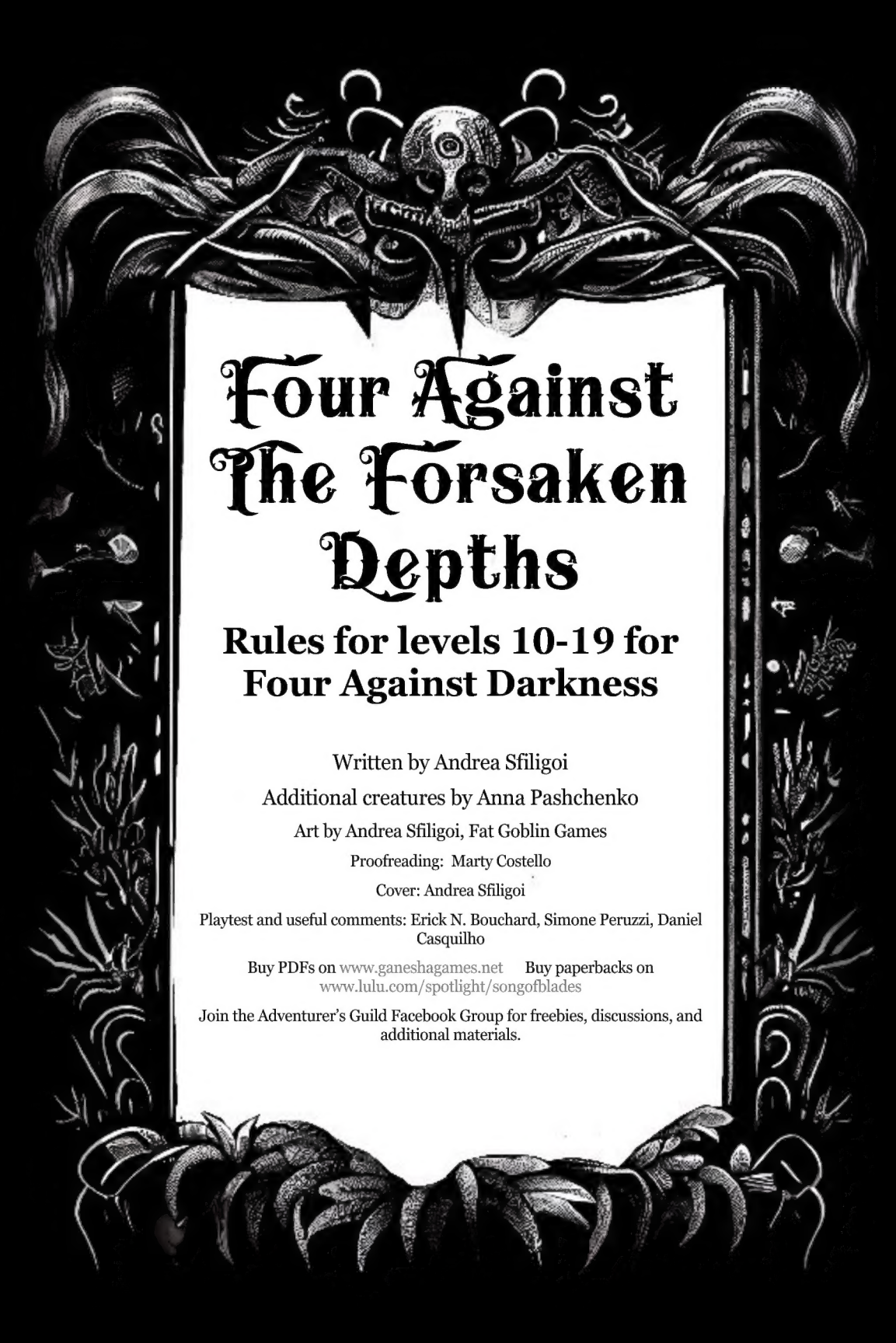
Rules for levels 10-19, for Four Against Darkness

Four Against The Forsaken Depths

Written by Andrea Sfiligoi



Four Against The Forsaken Depths

Rules for levels 10-19 for Four Against Darkness

Written by Andrea Sfiligoi

Additional creatures by Anna Pashchenko

Art by Andrea Sfiligoi, Fat Goblin Games

Proofreading: Marty Costello

Cover: Andrea Sfiligoi

Playtest and useful comments: Erick N. Bouchard, Simone Peruzzi, Daniel Casquilho

Buy PDFs on www.ganeshagames.net Buy paperbacks on www.lulu.com/spotlight/songofblades

Join the Adventurer's Guild Facebook Group for freebies, discussions, and additional materials.

Contents

Heroic and Legendary Levels 1
- The Forsaken Depths 1
- Heroic Characters 1
- Heroic Tier Rules 2
- Legendary Tier Characters 2
- Losing Characters at High Level 3

Heroic Skills 6

Summary Table: Level Tiers 4
- Aggressive Stance 6
- Ambition 6
- Ballistic Training 6
- Battle Training 7
- Beast Leadership 7
- Boatman 7
- Carnage 7
- Catfall 7
- Copy Grimoire 8
- Deadly Stab 8
- Deep Strike 9
- Deep Wound 9
- Charge Breaker 9
- Cleave 9
- Defensive Stance 9
- Double Shot 10
- Druidic Training 10
- Eldritch Aim 10
- Eldritch Force 10
- Explosive Magic 10
- Heroic Accuracy 10
- Heroic Climber 12
- Heroic Courage 12
- Heroic Dodge 12
- Heroic Shield Bash 12
- Heroic Swimmer 12
- Hero's Banquet 12
- Hero's Rest 13
- Knife Master 13
- Mass Blessing 13
- Master Strike 13
- Preserve Corpse 13
- Prodigious Memory 13
- Protected by Fate 15
- Protected by Divine Forces 15
- Restore 15
- Restore Mental Capacity 15
- Song of Elidra 15
- Spite 16
- Stable Mind 16
- Support Casting 15
- Training Focus 16
- Ward of Protection 16
- Wrath of the Berseker 17
- Yogic Preservation 17

Heroic Magic 18
- Finding Heroic Spells 18
- Learning Heroic Spells 18
- Memorizing Heroic Spells 18
- Heroic Spell Table 19

Legendary Skills 20
- Legendary Learning 20
- Legendary Ballistic Training 6
- Legendary Battle Training 7
- Legendary Beast Leadership 20
- Legendary Carnage 20
- Legendary Deep Strike 9
- Legendary Deep Wound 20
- Legendary Cleave 9
- Legendary Eldritch Aim 10
- Legendary Accuracy 20
- Legendary Climber 12

Legendary Courage 21
Legendary Dodge 21
Legendary Swimmer 21
Legendary Memory 13
Legendary Song of Elidra 15
Legendary Spite 16
Legendary Stable Mind 21
Legendary Training Focus 16
Legendary Ward of Protection 16
Legendary Wrath of the Berserker 17
Foes with Magic Resistance 23
Tier Number 25
Legendary Items 25
Mundane Attacks 25
Highest Character Level 26
Masterwork Weapons 26
Masterwork Armor 26
Dungeon Generation 27
Introduction 27
River Hazard Table 30
The Forsaken Rivers 32
River of Oblivion 32
River of Tears 32
River of Death 33
River of Flame 33
River of Conjuration 34
Serpent River 34
River Features 34
Ruin 34
Bridge 35
Cairn 35
Forsaken Depths River Encounter Table 36
Forsaken Depths Vermin Table 38
Forsaken Depths Minions Table 40
Forsaken Depths Horde Table 42
Hordes 42
Forsaken Depths Boss Monster Table 44
Forsaken Depths Weird Monster Table 45
Legendary Spell Table 47
Heroic Magic Item Table 49
Legendary Magic Item Table 50
Cyclopean Idol Table 52
Forsaken Depths Quest Table 54
Forsaken Depths Hallucination Table 55
Forsaken Depths Ruins Content Table 56
Forsaken Depths Trap Table 58
Forsaken Depths Room Content Table 59
Forsaken Depths Citadel Table 60
Citadel Weird Monster Table 61
Forsaken Depths Treasure Table 62
Forsaken Depths Event Table 63
Heroic Secrets 64
Secret of the Agnas Bird 64
Secret Location of an Artifact 64
Secret Passage in the Forsaken Depths 64
Legendary Secrets 64
Secret Location of a Legendary Artifact 64
Secret Entrance to a Legendary Citadel 64
Secret Location of a Legendary Inscription 64
Secret Magic Weakness 64
Map Symbols 65
River Type 65
Tile Shapes 66

Heroic and Legendary Levels

This supplement details rules for *Four Against Darkness* character levels 10-19. The Tier comprising levels 10-14 is called the "Heroic" Tier. The Tier comprising levels 15-19 is called the "Legendary" Tier. Epic Levels will be detailed in a later volume called *Epic Heroes of Norindaal*.

The Forsaken Depths

Deep within the Abyss, closer to the planet's molten core, lies an extensive and labyrinthine network of natural tunnels. These tunnels were excavated by gargantuan worms and feature the remnants of ancient subterranean civilizations, as well as underground rivers of magical origin. These rivers are the lifeblood of Norindaal, as the planet's magic essence flows through them. The ancient civilizations harnessed this magic to construct wondrous machines and structures, but their insatiable thirst for power and dealings with beings from beyond time and space ultimately led to their downfall.

The dark tunnels, navigable rivers, and abandoned citadels within these Forsaken Depths are home to indescribable monstrosities and a few members of ancient, extraterrestrial races considered older than the gods themselves. These creatures, collectively known as the Precursors, abduct and enslave powerful monsters from the upper levels, converting them into their minions and watchdogs, and tirelessly guard antediluvian secrets and treasures.

The Forsaken Depths are a place of both terror and immense riches, where only the strongest of adventuring parties can hope to survive. The Forlorn Citadels, in particular, are widely regarded as a place to avoid until one has achieved Legendary status. Should you choose to venture there before then, do so at your own risk.

Heroic Characters

Level 9 characters can access the Heroic Tier by spending 2 XP and paying 1000 gp for their training. The training must be paid for in one go for all characters and it must take place between adventures.

Spending 2 XP does NOT mean performing two successful XP rolls. You just put aside 2 XP rolls per character. When you have enough XP to advance all your characters, you spend them and the gp for training and your party becomes Heroic. From that moment, the characters are still L9 but they have access to all the Heroic Tier rules summarized below.

Note that a L9 character may NOT perform an XP roll to become L10 until the character has become Heroic.

Heroic Tier Rules

Heroic characters use d10 (a ten-sided die) for all their rolls (all Saves, Attack, Defense, and amount of Healing when using the Healing spell/prayer). The characters score an explosive result on a roll of 8+ (that is, a roll of 8, 9, and 10 on a d10). A roll of 1 is always a failure.

XP rolls for leveling up and learning Heroic skills are rolled on d10+4. If you perform an XP roll to learn Expert skills (like those found in *Four Against the Abyss* and other supplements) you have a further +1 to your XP roll (so you roll a total of d10+5).

Heroic characters may spend 5 Clues to discover 1 Heroic Secret. **Learning Heroic Secrets does not give the character any XP roll.**

> *The characters become heroes and move past the mundane limitations of their initial training. Most Heroic skills can be taken by any character. This allows heroes with no battle training to learn combat moves. See the individual skill descriptions for details.*

Heroic spells are sometimes taught as reward from Heroic-level quests IF you can find a teacher and fulfill its quest. Under normal circumstances, Heroic spells MUST be first found as scrolls or ancient graffiti and then transcribed and learned with a successful XP roll. If the XP roll fails, the spellcaster does not manage to learn the spell and the scroll or inscription is destroyed or otherwise made unusable in the process. Learning the spell will add it to the repertoire of the spellcaster. From that moment, the caster can memorize the Heroic spell. Each Heroic spell costs 2 slots.

Example: A wizard with 12 available spell slots could memorize up to 6 Heroic spells.

Legendary Tier Characters

Once a Heroic character reaches L14, s/he is ready to become a Legendary character. To step onto the Legendary Tier, the character must spend 3 XP and pay 2000 gp in training costs. This training must happen OUTSIDE of a dungeon, not during an adventure. The character is assumed to visit a school, guild, or other training facility where s/he has a chance to train under the patronage of another Legendary hero. You should train all your characters at the same time. You may put aside unused XP rolls

and money for this purpose, and spend all the required XP and gp at the same time.

Legendary characters use the d12 (a twelve-sided die) for their rolls, scoring an explosive result on a 8, 9, 10, 11 and 12. They make XP rolls on d12+7, may learn Legendary skills, and make XP rolls to learn Expert skills on d12+9 and XP rolls to learn Heroic skills at d12+8.

Legendary characters may reveal Legendary Secrets by spending 6 Clues. Revealing a Legendary Secret does not give any XP roll.

Legendary spells are never taught: they MUST be first found as scrolls or ancient graffiti. Some are even inscribed on animated statues and golems and you may study the spell only after you have defeated the creature. They are learned by making an XP roll. If the XP roll fails, the spellcaster does not manage to learn the spell and the scroll or inscription is destroyed. Learning the spell will add it to the repertoire of the spellcaster. From that moment, the caster can memorize the Legendary spell. Each Legendary spell costs 3 slots.

Example: A wizard with 14 spell slots could memorize up to 4 Legendary spells (a total of 12 slots). The wizard would have 2 slots remaining and could use those to memorize 2 Basic or Expert spells or a single Heroic spell.

Losing Characters at High Level

When one or more of your characters die, and it is not possible or desirable to resurrect them, you must choose whether to restart your party from the ground up, or create replacement characters already in the Expert or Heroic Tier. In general, any replacement character should belong to a lower Tier, and you should use your next XP and treasure to bring the replacement characters up to the same Tier of the main party.

One of the best ways to play *Four Against Darkness* is the troupe style: create a cast of about 12 characters, and alternate between different groups, using a team of characters or another as it suits the theme of the adventure or your wish to let them gain experience. The idea is that by doing so most of the characters advance at the same speed, and you have multiple replacements ready if one of more characters die.

Summary Table: Level Tiers

	Basic 1-4	Expert 5-9	Heroic 10-14	Legendary 15-19	Epic 20+
Tier Die	D6	D8	D10	D12	D20
Explodes on:	6	7+	8+	9+	10+
XP roll for leveling up	D6	D8+2	D10+4	D12+8	D20+10
XP roll to learn Expert skills	NA	D8+2	D10+5	D12+10	D20+13
XP roll to learn Heroic skills	NA	NA	D10+4	D12+9	D20+12
XP roll to learn Legendary Skills	NA	NA	NA	D12+8	D20+11
XP roll to learn Epic Skills	NA	NA	NA	NA	D20+10
Cost to enter Tier	0	500 gp OR 1 XP	1000 gp and 2 XP	2000 gp and 3 XP	4000 gp and 5 XP
Slots needed for Tier spells	1	1	2	3	4
Cost of Tier secrets	3 Clues, gain 1 XP	4 Clues, gain 1 XP	5 Clues, no XP	6 Clues, no XP	7 Clues, no XP
Rulebook	*Four Against Darkness*	*Four Against the Abyss*	*Four Against the Forsaken Depths*	*Four Against the Forsaken Depths*	Epic Heroes of Norindaal

When accessing a Tier requires an XP expenditure, you must burn stored XP. You do not have to perform a successful XP roll. When you enter the Tier, you are still at the same level, but you gain access to the Tier die (d8 for Expert, d10 for Heroic, d12 for Legendary, d20 for Epic).

Some skills modify the XP rolls to learn skills and level up. It is a good idea to learn those skills first if you want polymath characters.

A colossal worm surprises the party lashing out with its tentacles.

Heroic Skills

These skills may be learned by characters of L10 and above. Unless specified in the skill's description, all of these skills may be taken by any character. Round down all fractions.

Aggressive Stance

Characters with this skill learn to penetrate the opponent's guard, sacrificing their own defense in order to deal a killing blow.

To use this ability, the character must self impose a penalty on one of his/her own Defense rolls. The maximum penalty that the character may impose is equal to his/her Defense bonus (from any source, including armor, shield, magic items and Levels as a rogue). On the turn following the reduced Defense roll, add half that modifier, rounded up, to the character's first Attack roll.

Example: Shelaa, a L13 rogue wearing a +1 ring of protection and a suit of Light armor has a Defense bonus of (+13 +1 +1) =+15. The maximum modifier that Shelaa can self-impose on her Defense roll is -15. On the following turn, Sheela may perform a single Attack roll at +7.

The Defense roll MUST BE ACTUALLY performed – i.e., you cannot claim a bonus if you don't perform a Defense roll.

You may use this ability as many times as desired. The bonus gained from lowering one's Defense is cumulative with other Attack roll bonuses.

Example: Ron is a L10 warrior wearing a suit of +2 magic heavy armor and a +1 magic shield with a total Defense bonus of +6 (+2 for heavy armor, +2 for armor magic bonus, +1 for shield bonus, +1 for magic shield bonus). Using Aggressive Stance skill, he can lower his Defense roll by -6. On his following turn, Ron may perform an Attack roll at +13 (+10 for being a L10 warrior, +3 for half his Defense bonus reduction).

Ambition

The character gets +3 to XP rolls for leveling up only. No bonus applies to XP rolls made to learn skills.

Ballistic Training

(Characters with no class bonus to Attack rolls only)
This skill may be taken only by characters who do not add any class

level bonuses to their Attack roll, like wizards and rogues. Upon learning this skill, the character completes a form of military training with missile weapons and now adds +1/3 L, rounded down, to his/her Attack rolls with ranged weapons only.

Battle Training

(Characters with no class bonus to Attack rolls only)
This skill may be taken only by characters who do not add any class level bonuses to their Attack roll, like wizards and rogues. Upon learning this skill, the character completes a form of military training with melee weapons. The character now adds +1/3 L, rounded down, to his/her Attack rolls with melee weapons only.

Beast Leadership

(Beastmasters only)

Beastmasters with this skill increase by +2 the Attack and Defense roll of one animal companion. If the beastmaster has more than one companion, the beastmaster can decide at the beginning of every turn which companion gets the bonus.

Boatman

The character adds +3 to any boat navigation rolls. Whenever a boat manned by the character must roll on the River Hazards Table, roll twice and choose your favorite result. If there are 2 or more characters with this skill on the boat, roll 3 times and choose the best result.

Carnage

(Barbarian Only)
Once per combat, and only if the party is NOT surprised, the barbarian may spend 1 attack turn to automatically destroy (no Attack roll is needed) d6 Minor Foes (Minions or Vermin) whose L is ½ the barbarian's or lower.

Example: a L10 barbarian may automatically destroy d6 L5 red goblins.

Against hordes, the Carnage skill may be used to inflict d6 damage, if the L of the Horde is ½ of the barbarian's L or lower.

Catfall

This ability may be used by characters wearing no armor or any form of non-heavy armor (light armor, fur bikini, leafsteel armor, elvish chainmail, or magical heavy armor which counts as light armor for climbing or swimming purposes). Characters wearing mundane heavy armor may not use Catfall. Wielding a shield does not prevent the ability from working.

The character with this ability reduces damage caused by falling (including falling into traps like chutes or trapdoors) by d3 Life points. A total damage of zero is possible. Note that if a trap specifies that a character falling into it takes a part of the damage as falling damage and the rest from blades, spikes and so on, only the falling damage is reduced by this skill.

Example: Distra, a rogue with the Catfall skill, falls into a pit with poisoned spikes at its bottom. The trap inflicts 2 damage from the fall, plus 1 damage from the spikes, and requires the victim to Save vs. poison or take another 2 damage. Distra rolls d3 for Catfall and scores a 3, so she takes no damage from the fall (2 -3= -1), but she still takes 1 damage from the spikes and must Save vs. poison.

Copy Grimoire

(Wizards only)

If another wizard in the party dies and you can pick up his/her grimoire, you can copy all the spells you do not know from that grimoire onto yours. Copying must be done out of combat, and requires 1 hour per spell to be copied, or 30 minutes for Basic and Expert spells. As soon as the spells are copied, if the wizard has any free spell slots, s/he can memorize them.

Deadly Stab

When fighting in a narrow corridor with an edged light weapon, the character adds +L to his first Attack roll. Characters with partial or full military training (those who normally add +½ L or +L to their Attack rolls) use either their normal Level bonus OR the bonus from Deadly Stab - the bonus is NOT cumulative with the class bonus.

Deep Strike

On an Attack roll that hits with an even number on the die (that is, the Attack roll was successful and the die result is a 2, 4, 6, 8, 10 etc.), the character's melee attack inflicts 1 additional point of damage.

Deep Wound

Once per combat, the character may inflict 1 additional damage with a Light weapon. This ability may be used ONLY if the Attack roll hits – you may inflict 2 damage with an attack that inflicted 1, but you cannot inflict 1 damage with an attack that did not hit.

Charge Breaker

If any opponent is said to charge or has a bonus to its L on its first attack or on the first turn, the character will negate this "charge" bonus. If the character hits the charging opponent with his or her first attack after the "charge", the character's attack inflicts double damage.

For the Charge Breaker skill to work, the character must be in melee contact. This means that in a corridor, if the character with Charge Breaker is in the front of the marching order and the enemies charge from the back, the character may not use this ability.

Cleave

The character's melee attacks with a two-handed slashing weapon inflict 1 additional point of damage. If used against Minor Foes that have just 1 Life, this lets the character kill an additional foe.

Defensive Stance

The character with this skill has learned to use parries and feints to decrease the chances of being hit in combat. During any of his/her turns, and only once per encounter, the character may subtract any number from his/her Attack roll bonus, up to ½ L. During the following turn, the character may add that number, rounded down, to a single Defense roll.

Note that to use this ability, the character MUST be in melee and MUST actually perform an attack. Unless there are no enemies available after the characters' attack turn, at least ONE of the attacks performed by any foes still in play must be directed at the character.

> *Example: Virgus the L12 wizard decides to use Defensive Stance and performs an Attack at -6. On the following turn, at least one attack must be directed at Virgus, who will defend at +6 against that specific attack. The bonus applies only to a single attack.*

Double Shot

The character may perform 2 attacks with a ranged weapon. The two attacks may be directed at the same target or at different targets, as desired. This does not apply to magic weapons that need to recharge between shots (any magic item that may be used only once per combat or with similar limitations), firearms or crossbow. It does apply to bows, slings and to the repeating crossbows often used by dark elves and deep hobgoblins. Characters who already perform a double ranged attack because of a class ability (e.g., a marksman) or magic item do not gain any advantage from this skill.

Druidic Training

(Wizards only)

A wizard with this skill has been trained in the principles of druid magic and can learn druid spells from scrolls.

Eldritch Aim

The character gets +3 on any ranged attack performed with a spell that inflicts damage, like Lightning or Fireball. The bonus does not apply to spells that do not inflict Life point damage, such as Sleep. Non-spellcasters may learn this ability and use it with spells cast from scrolls or from magic items they can use. The bonus applies also if the spell is cast at a target with magic resistance. The bonus does NOT apply to spells that require no spellcasting roll.

Eldritch Force

Once per adventure, you may add +d3 damage to a single spell cast by the character. It may also be applied to spells cast from scrolls and magic items. Using the eldritch force does not require the expenditure of an action, as using the skill is part of the action needed to cast the spell. This damage bonus may not be applied to spells that do not inflict Life points of damage, like Sleep.

Explosive Magic

All spellcasting rolls performed by the character have a better chance to explode – 1 better than usual. For example, the spellcasting rolls of a wizard whose rolls explode on a 7+ on d10, with this skill would explode on a 6+. Non-spellcasters may still learn this skill and apply it when casting spells from scrolls.

Heroic Accuracy

Once per combat encounter, the character with this skill may add a +3 bonus to a ranged attack. This ability may be used only against a single target. If used against a Major Foe (Boss or Weird Monster), it may inflict more than 1 damage as the attack goes multiple

Cyclopean idols are often found in the Forsaken depths. Many of these are temples to forgotten deities and hide secrets that it is not possible to find elsewhere.

times over the target's L. If used against a Horde or group of Minor Foes (Vermin or Minions), it will slay a single creature – the extra damage is wasted.

Heroic Climber

The character with this skill gets a +3 to any climbing Saves.

Heroic Courage

The character gets +4 on Save rolls versus fear. This is cumulative with bonuses from other skills that give a modifier to Saves.

Heroic Dodge

The character adds +3 to his Defense rolls. This is cumulative with all other bonuses the character may have. Rogues and other classes that add +½ L or +L to Defense rolls may not learn this skill, as this represents the ability to dodge blows that they already have.

Heroic Shield Bash

This skill may be taken only by a character who already has the Shield Bash skill. The effects of the two skills are not cumulative. When the character with this skill rolls an explosive Defense roll, that Defense also counts as an attack with a crushing hand weapon. This ability may be used ONLY if the character is wielding a shield and is NOT fighting against an opponent whose attacks ignore the protection offered by shields.

> *Example: Dor the dwarf is defending against a L9 hobgoblin champion. Dor rolls an 8 on his Defense roll. It's an explosive result, so Dor not only defends successfully, he also smashes the shield in the hobgoblin's face. The player adds d10 for the explosive result, and rolls a 5 for a final result of (8+5)= 13. The hobgoblin takes 1 damage.*

A spiked shield adds +1 on this special Shield Bash attack. Spikes can be mounted on a shield at any armory or in town for 6 gp.

Heroic Swimmer

The character gets a +3 to all Swimming rolls.

Hero's Banquet

(Halfling only)

A halfling with this skill may spend DOUBLE the number of Food rations normally used for the Nutritious Meal ability. The effect of the Nutritious Meal is doubled (healing 2 Life points to each person partaking). If time is essential, consider that the meal takes 1 hour (equivalent to the exploration of 6 rooms).

but only a single Wandering Monster roll must be performed.

Hero's Rest

When the party rests, the character recovers ½ his/her total Life points. This ability may be used only once per adventure (or chapter, if playing a programmed adventure divided in chapters), either using the Resting option, the halfling's Nutritious Meal or the Hero's Banquet skill.

Knife Master

The character ignores the -1 penalty for using light slashing weapons. When using a knife, the character may add +½ L on explosive Attack rolls instead of adding the explosion die.

Example: Kirru, L12 halfling, hits an opponent with a 7 on his Attack roll. Kirru may now roll another d10 and add it to the roll (with normal chances of it exploding again) or just add +6 (½ L).

Mass Blessing

(Clerics only)
When the cleric with this skill uses a Blessing, the cleric can apply the result of the Blessing to all party members and hirelings. If a spell-casting roll is required, for example because the Blessing is cast in the presence of a creature with Magic Resistance, the cleric will have to roll the effect of the Blessing separately for each character. It may thus happen that one character is blessed and another isn't.

Master Strike

The character chooses a single weapon. When performing an Attack roll with that weapon, the character's chance to score an Explosive result increases by 1. This is cumulative with the bonus from using a Masterwork weapon.

Preserve Corpse

A character with this skill may treat the body of a deceased person in a way that it will not rot, so that the body may be resurrected (using a Resurrection ritual) even a long time after death.

Prodigious Memory

The character counts as 2 levels higher for purposes of calculating the amount of spell slots possessed.

For example, a L10 wizard with this skill counts as a L12 wizard, and has 15 spell slots. The additional spells slots may help with Heroic and Legendary

A secret passage to the Netherworld is rumored to be found in the Citadel of Dead Things.

spells, that require more than 1 slot to be memorized.

Protected by Fate

The character enjoys a +2 on all Saves where failing means taking damage or suffering a condition such as being poisoned, falling asleep, being paralyzed or turned to stone, dropping hand held items, being disarmed and so on.

Protected by Divine Forces

The character has a +2 on all Saves. If this is taken in conjunction with Protected by Fate, the character has a total bonus of +4 on Saves to avoid damage or a condition, and +2 on all other Saves.

Restore

(Spellcasters and clerics only)

Characters with this Heroic skill may use Blessing or Healing (no matter if they are using a Prayer, a scroll or a spell) to have a character regain any body part lost due to a wound, acid, trap or the like. Even a scar or a chaos mutation may be removed. The skill may also be used to remove 1 point of Chaos taint per character per adventure (Chaos Taint is discussed in *Caverns of Chaos*).

Note that having this skill does NOT give the character extra uses of Blessing or Healing, and the Blessing or Healing, when cast, will also have its normal effects.

Each time this skill is used, the caster must sacrifice a bundle of rare ingredients. The character may carry as many bundles of ingredients as desired. Each bundle costs 50 gp.

Restore Mental Capacity

(Spellcasters only)

Once per adventure, the character with this skill may spend 10 minutes (requiring a roll for Wandering Monsters) to have a party member regain 1 spell slot. Characters may NOT use this skill on themselves.

Song of Elidra

(Elves, pyromancers, bards, traveling players, troubadours and other "musical" classes only)

Once per game/adventure or chapter, the character may heal d3 Life points to himself/herself and to all friends in the party. Any character infected by chaos or Madness is not healed but removes 1 Madness or 1 Chaos taint instead. Roll the amount of Life points healed separately for every character. The characters affected by the Song of Elidra are also immune to the paralysis from ghouls for the next 6 rooms/6 areas/1 hour.

Spite

Once per combat encounter, the character may take a note on how much damage s/he has suffered from the blows of a single Major Foe. On a single melee Attack roll against that specific foe, the character gains a bonus equal to TWICE the damage suffered.

> *Example: In two different turns, Rogus the barbarian has taken a total of 4 damage from the bites of a worm of the depths. On his next Attack roll against that worm, Rogus uses the Spite skill and gets a +8 bonus.*

Stable Mind

Upon learning this skill, the character counts as 3 levels higher for purposes of Madness rules.

> *Example: A L11 character with Stable Mind will fall prey to Madness only when he has accumulated more than (11+3) = 14 Madness points.*

Between adventures, a character with Stable Mind heals 2 (not 1 as normal) Madness points.

Support Casting

(Wizards only, not available to other spellcasters).

The character may spend 1 turn to give a +3 to the next spellcasting roll performed by a friend. The other spellcaster may also be a non-wizard: a druid, cleric, elf, etc. or even a character casting a spell from a scroll or magic item. The friend must use the bonus in the same turn as the wizard using the Support Casting skill.

Training Focus

The character with this skill gets a +2 to XP rolls made to learn new skills. No bonus applies to XP rolls to level up.

Ward of Protection

(Clerics only)

This spell-like ability may be used only by a cleric, once per encounter. A character of the cleric's choice gains +2 to all Defense rolls. If the protected character rolls a 1 on any Defense roll, the Ward is dispelled immediately. If this does not happen, the Ward will lose its effect at the end of the current combat encounter. The Ward may be cast before entering a room or during combat, at the cost of 1 turn. This is a spell-like ability and it is affected by Magic Resistance. In

other words, if the cleric wants to use Ward of Protection during an encounter with a creature with MR, the cleric must first perform a successful Spellcasting roll against the creature's MR score. The cleric may use Ward of protection on himself/herself. Each use of the Ward requires burning 5 gp worth of sacred herbs.

Wrath of the Berserker

(Barbarians only)

This skill may be taken only by Heroic level barbarians. A barbarian with this skill may use his/her rage ability for free one additional time per combat encounter. This is in addition to any other uses of the rage ability that may be offered by concoctions, fungi, tribal abilities, or other sources. Unused rage attacks are wasted – if you forget to use this ability, you can't use it twice in the next combat.

Yogic Preservation

When a character with this skill dies, the character's body will not rot. This means that the body may be resurrected at any date, not just immediately after the adventure in which his/her death occurred. This skill does not prevent the character's body from being destroyed; if the cause of death states that the character cannot be resurrected, the character still cannot be resurrected. This skill may not be learned by demons, by characters who regenerate and unliving characters (undead, artificial, elemental, clockwork).

Heroic Magic

Heroic spells may be learned only by wizards, unless the spell's description says otherwise.

Finding Heroic Spells

Heroic spells do not enter the game automatically, but must be first found and then studied by wizards. Heroic spells can be found as treasure on scrolls (roll on the Heroic Spell Table when you find 1 scroll) and on inscriptions (these are encountered mostly in Dark Citadels or as special events in the Room Content Table).

Learning from a scroll works like in the basic rules. Learning the spell deletes the scroll, but lets the wizard copy the spell in his/her grimoire. Learning from an inscription works in the same way, with the difference that the inscription is NOT deleted and may be used by other wizards to study the spell. It is also impossible to carry home an inscription, as these are part of complex wall paintings, bas-relief decorations, etched pentacles or statues.

Learning Heroic Spells

Learning each Heroic spell requires 1 successful XP roll. Once the wizard learns the spell, s/he understands it well enough to be able to memorize it as needed.

Memorizing Heroic Spells

Heroic spells are more complex than Basic and Expert Tier spells. Memorizing 1 Heroic Spell uses TWO spell slots. If a Heroic spell is learned during an adventure, and the wizard didn't leave enough slots "open", the wizard lacks the brain-power or the concentration to memorize that spell on the fly.

Example: Myro, a L11 wizard, has L+2 spell slots, for a total of 13 slots. Before the adventure, Myro memorizes 7 Basic spells and 6 Expert spells, using all of his slots. During the adventure, he learns the Eldritch Fist, an Heroic spell, but he can't memorize it immediately, because he has no slots available. In his future adventures, however, he will have the option of using 2 slots to memorize Eldritch Fist. For example, he could memorize Eldritch Fist 6 times (6x2= 12 slots used) and have 1 slot left to memorize 1 Basic or Expert spell.

Heroic Spell Table (roll d6)

1	**Boatman's Luck**: This spell is cast on a boat. The party will avoid the first river hazard encountered while traveling on that boat. If the hazard is an attack by river creatures, the party will NOT be surprised and will have +Tier on all Attack and Defense rolls against those creatures. At the end of the first river hazard, the spell dissipates. This spell will also let the party navigate through the Fire river, making the boat fireproof. This spell may also be studied by druids.
2	**Eldritch Fist**: This illusion creates a giant flying hand that can do one of the following: 1) Prevent an enemy's attack while the party withdraws from combat; 2) Strike a single enemy as a ranged attack (add the caster's L to the Attack roll) and inflicting Tier damage on a successful hit; the hand disappears after performing this single attack; 3) Knock down a single door of any level, unless it is described as immune to magic; 4) pick up an object or character over a chasm, trapdoor etc; 5) Grab an opponent of any size: for the duration of a combat, until the caster casts another spell, all melee attacks against the held creature are at +Tier. As soon as the mage casts another spell, Eldritch Fist disappears and the held creature breaks free.
3	**Mass Blessing**: This spell works like a Blessing but affects up to all characters in the party, including any accompanying characters, animal companions and hirelings. However, the strain of casting this spell hurts the caster, who loses 1 Life per every target blessed beyond the first. If one or more targets are affected by multiple conditions that can be removed with a Blessing, the Mass Blessing spell may remove ALL the conditions, at the cost of 1 Life per condition removed. The caster may decide exactly which conditions are removed and which are not. Elves may not learn this spell but may cast it from scrolls.
4	**Fire of Truth**: This spell works like Fireball, but it cannot be cast against unliving (artificial, elemental, undead) targets. It hits Chaos creatures at +1. The wizard may try to decipher the moans and yells of his enemies as they are consumed by the fire, gaining supernatural insights. Save vs. the target's L, adding the caster's L to the roll. On a success, the caster gains 1 Clue. On a natural 1, the dying screams of the charred creatures trigger a Wandering Monster roll. This is a Fire-based spell and may also be studied by fire mages and druids.
5	**Teleport Enemy**: Perform a spellcasting roll against a single target's L. If the roll is successful, the target is instantly teleported 1d6 room/hexes/areas away, into a location already visited by the caster. The teleported foe will move quickly back to the combat, taking 1 turn per room to be crossed to return to the action. If multiple paths are possible, you decide which path the foe will take. If the foe crosses an occupied room, you are entitled to roll reactions for the occupants of the room and have them fight the teleported creature if applicable. If there are obstacles the teleported creature cannot pass, such as a locked door or an impassable chasm (in the case of a non-flying creature), the creature does not return to the combat encounter.
6	**Mass Invisibility**: If the user performs a successful spellcasting roll against the target's L, the target will be unable to see the party and their equipment. This illusion spell is immediately broken if the party attacks the target, but otherwise the party may just skulk away from the encounter. A single rogue may also steal one object or a sack with an amount of gp up to the rogue's Lx10 (if the target has it! Roll for the foe's treasure to see what it possesses). Perform a Stealth Save against the creature's L, adding the rogue's L. On a success, the object/gold is stolen and the monster doesn't notice. On a failure, the spell is broken, the creature sees the party and attacks. This spell does not work on creatures that are immune to magic, unliving creatures, on Final Bosses and on monsters that are able to see the invisible. Gnomes and elves may also learn this spell. This is an Illusion spell.

Legendary Skills

These skills may be learned by characters of L15 and above. Unless specified in the skill's description, all of these skills may be taken by any character. Round down all fractions.

Most Legendary skills are simply advanced versions of the Heroic skills with the same effect. The bonus increases as the character learns the advanced version of the skill. Think of it as an upgrade of the Heroic skill. **The bonuses from the Heroic version and the Legendary version do not accumulate and you cannot learn the Legendary version of a skill without knowing the Heroic version first.**

Legendary Learning

The character gets +5 to XP rolls for leveling up only. No bonus applies to XP rolls made to learn skills. The bonus from Advanced Learning is not cumulative with the bonus from the Ambition skill.

Legendary Ballistic Training

As Ballistic Training, but the bonus becomes +½L instead of +1/3 L.

Legendary Battle Training

As Battle Training, but the bonus becomes +½L instead of +1/3 L.

Legendary Beast Leadership

As Beast Leadership, but increase by +4 the Attack and Defense roll of one animal companion.

Legendary Carnage

As the Heroic skill Carnage, but the number slain is d8.

Legendary Deep Strike

As Deep Strike, but add 1 additional point of damage.

Legendary Deep Wound

As Deep Wound, but increase damage by 1.

Legendary Cleave

As Cleave, but increase damage by 1.

Legendary Eldritch Aim

As Eldritch Aim, but bonus becomes +5.

Legendary Accuracy

As Heroic accuracy, but bonus becomes +5.

Legendary Climber

As Heroic Climber, but bonus to climbing Saves is +5.

Legendary Courage

As Heroic Courage, but bonus becomes +6.

Legendary Dodge

As Heroic Dodge, but bonus becomes +5.

Legendary Swimmer

As Heroic Swimmer, but bonus becomes +5.

Legendary Memory

As Prodigious Memory, but the character counts as 4 levels higher for purposes of calculating the amount of spell slots possessed.

Legendary Song of Elidra

As Song of Elidra, but Life healed is d6 instead of d3, 2 Madness/2 chaos taint are removed, and the characters become immune to ghoul paralysis until the end of the adventure.

Legendary Spite

Like Spite, but the bonus is equal to THREE TIMES the damage suffered.

Legendary Stable Mind

As Stable Mind, but count the character as 6 levels higher for purposes of Madness rules, and heal 3 (not 2) Madness between adventures.

Legendary Training Focus

Like Training Focus, but the bonus on XP rolls to learn new skills is +5.

Legendary Ward of Protection

As Ward of Protection, but the bonus to Defense rolls is +4.

Legendary Wrath of the Berserker

As Wrath of the Berserker, but the barbarian may use his/her rage ability for free 2 additional times per combat encounter.

Chaos has spread its influence even in the Forsaken Depths.

Foes with Magic Resistance

Certain creatures have an ability called magic resistance (abbreviated as MR). Any spell cast in the presence of a foe with MR has a risk of failure. Magic resistance has a Level. If no L is indicated, use the L of the creature itself. Any spellcaster wishing to cast a spell during the encounter, even if the spell itself is not directed at the creature or even if the spell normally does not require a spellcasting roll, must first succeed in a spellcasting roll against the creature's MR. The caster adds +L to this roll as usual.

If the roll fails, the spell is wasted and has no effect.

If the roll is successful, the caster can perform a second spellcasting roll against the target's L, if needed. If the spell doesn't normally require a Spellcasting roll (e.g., Blessing) it is cast automatically once the target's Magic Resistance has been defeated.

Magic resistance interferes with ANY magic power, including spells cast from scrolls or magic items, prayers from clerics, druidic spells, illusions, and even skills or natural abilities described as "spell-like" or "natural magic power".

Example: during a combat with a manticore of the depths, a monster with MR13, Lyrna, a L10 cleric, wants to heal a wounded friend. The cleric tries to use her Healing prayer. The cleric performs a spellcasting roll, rolling d10+L against the manticore's MR13. Lyrna's total is 14, so the MR is beaten and Healing has its normal effect. Now Lyrna rolls d10+10 to determine how many Life points are healed.

Example 2: Elor, L11 wizard, tries to defeat the manticore with a Sleep spell. Elor must first roll d10+11 to beat the manticore's MR13. He rolls a total of 17 so his spell can affect the manticore. Now he makes another spellcasting roll, this time against the manticore's L, to determine whether he manages to put the beast to sleep.

To summarize: if a foe has MR, you must equal the MR with a spellcasting roll to affect the foe. If the spell normally requires a spellcasting roll, you must perform a second spellcasting roll after beating the target's MR.

Forsaken leviathans are the largest creatures living in the Depths.

Tier Number

Each adventuring Tier (Basic, Expert, Heroic, etc.) has a corresponding number that is often used to calculate a creature's damage, Life points or other game effects:

Basic	1
Expert	2
Heroic	3
Legendary	4
Epic	5

Some monsters inflict Tier damage. This means they will inflict 1 point of damage if the party is Basic, 2 if Expert, 3 if Heroic, 4 if Legendary, and 5 if Epic. Monsters may have a further bonus to damage, inflicting Tier+1, Tier +2 damage, etc. For example, a creature with Tier+1 damage will inflict 2 damage if encountered at Basic Tier, 3 at Expert, etc.

A creature with Tier +1 Life will have a variable number of Life points, based on the Tier: 2 Life if encountered at Basic Tier, 3 at Expert Tier, etc.

Some creature's Life points are calculated as a multiple of the Tier number. *For example, a creature with (2x Tier)+5 Life will have 7 Life at Basic Tier, 9 at Expert, 11 at Heroic, 13 at Legendary and 15 at Epic.*

If a spell or other game effect is said to inflict Tier damage, the amount of damage it inflicts is equal to the Tier number.

Legendary Items

Legendary items have a bonus to certain actions, for example Saves, Spellcasting, Attack, or Defense rolls, that uses the Tier number. This is written as "+Tier" For example, a Legendary +Tier sword may be used at +1 by Basic Tier character, but becomes a +2 sword if used by an Expert character, or a +3 sword in the hands of a Heroic character, +4 in the hands of a Legendary character, and +5 in the hands of an Epic character.

Mundane Attacks

When the rules mention "mundane" attacks, they mean "non-magical". Any weapon or attack type that is not magical is mundane. Unless otherwise mentioned in the class description, unarmed attacks by supernatural classes (e.g., the succubus) are mundane. Spells are NOT mundane – they are magical, even if the character can cast a spell through divine powers (like a cleric's prayers) or a natural ability. Masterwork weapons (see below) are mundane. Herbal remedies are mundane. Alchemical items of all types (potions, oils, incense, pills, etc.) are magical.

Highest Character Level

Some monsters use the HCL notation in a formula to calculate their Level, Life points or some other game statistic. HCL means Highest Character Level. The level of the highest-level character in the party at the moment of the encounter is used as a numeric value in the formula.

> *Example: If your party includes two characters who are L9, one who is L11, and one who is L12, and you encounter a monster whose L is HCL+2, that monster's L will be equal to L12+2 = L14.*

Masterwork Weapons

Masterwork weapons are rare, perfectly made, highly valuable weapons that can be found in the treasure of some creatures. Masterwork weapons are often bejeweled and they are worth 5 to 10 times their basic cost (roll d6+4 to determine the price multiplier). The Masterwork rule simulates a weapon that is not magical, but so skillfully made as to rival magic weapons in effects and power. While it remains a mundane weapon and will not hurt monsters that are hit only by magic weapons, a masterwork weapon will be the ideal complement for a character who cannot use magic items, such as a barbarian.

Masterwork weapons **increase the wielder's chance to score an explosion result by 1**.

> *A Basic Tier character who normally rolls d6 for his Attack rolls and scores explosion results on the roll of a 6, will get an explosion by rolling a 5 or a 6 if attacking with a masterwork weapon.*
>
> *An Expert character who scores explosive results on a 7-8 on a d8 will score an explosive result on a roll of 6 or better.*
>
> *A Heroic character will score an Explosion on a d10 roll of 7 or better.*
>
> *A Legendary character will score an Explosion on a d12 roll of 8 or better.*
>
> *An Epic character will score an Explosion on a d20 roll of 9 or better.*

Masterwork Armor

Masterwork armor increases by 1 the chance of an exploding Defense roll just like masterwork weapons increase the chance of an exploding Attack.

Dungeon Generation

Introduction

Forsaken Depths dungeons are generated with a roll on a new series of tile tables. The tile shapes are irregular because they represent tunnels and chambers excavated by gargantuan worms and other gigantic burrowers. The more regular shapes represent tunnels and rooms dug by the Precursors or any of their servitor races. As usual, you may flip or mirror the rooms as desired, and you may truncate a room if you reach the edge of the sheet or if you run into another room.

Some letter codes appear on the room and classify them:

NC= Narrow corridor. A narrow corridor forces the party to travel in a single file. In narrow corridors, two-handed weapons attack at -1 and ignore their +1 bonus for being two-handed; long weapons (spears, pikes) may not be used. Light slashing weapons (knives, daggers, dirks) attack at +1 and ignore the -1 for being a light weapon.

In narrow corridors, ranged weapons may be used only by the character in position 1 of the marching order (or the character in position 4, at the rear, in the case of a rear attack, for example if the party is ambushed by wandering monsters).

ETC= Entrance to Citadel. This room includes a passage leading to a Citadel (see below). This is a settlement built by the Precursors. In game terms, the Citadel is treated as a separate dungeon, and is drawn on a separate sheet of paper. Citadels roll on their own content tables and are suggested for Legendary Tier characters as they may prove too difficult for lower Tiers. If the room has more than one exit, only one (your choice) will lead to the Citadel.

ETR= Exit To River. This room includes one exit leading to one of Norindaal's underground rivers. In addition to any other content rolled for the room, there is a 4 in 6 chance of finding a boat here.

If the party had a violent encounter in this room, the boat is part of any treasure found in the room.

If there was no encounter, a boating service will be provided by (roll d6): 1-2 a human boatman, 3 an undead skeletal ferryman, 4 a metallic, clockwork boatman, 5 a dark elf boatman, 6 a deep hobgoblin boatman. Dark elves will not offer their services if the party includes any other elf type. The boatmen are all

L9 Bosses with HCL Life points, except the hobgoblin who will be L10 with HCL+1 Life points. They will not fight unless attacked. Their service will cost 20 gp per trip per character, or 30 gp if the boatman is a deep hobgoblin (they are greedy).

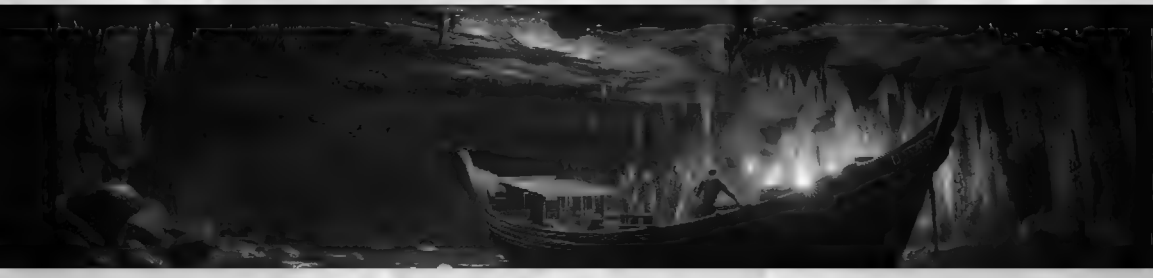
Navigation on a river uses its own table of river "lengths". You should draw the river map on a separate sheet of paper, noting where the river connects with the original dungeon. Each length is treated as a room with a content roll on the Forsaken Depths Room Content Table. If you roll any encounters (no matter which type), roll on the River Encounter Table. If the boat is destroyed by any river hazard, the boatman will die or flee (50% chance of each). The clockwork boatman has the equivalent of the Boatman Heroic skill and may reroll any roll on the River Hazards Table and choose the preferred result.

Some stretches of river will lead to open chambers. You can choose to disembark here (you may leave the boat here, and there is a 5 in 6 chance that it will be still there when you return to this room) and walk on foot. If you do walk on foot, you have to start generating another dungeon here, on another sheet of paper.

River Hazard Table (roll d6)

Roll a d6 every time the party crosses a River Stretch. If you roll a 1 or 2, roll on this Table to determine which hazard you encounter.

1	**Waste of Time**: Some obstacles make navigating this stretch of river time-consuming. The party spends 20 minutes (two rooms) on this stretch. Roll once for Wandering Monsters.
2	**Damaged Boat**: The party's boat is slightly damaged. If this result is rolled again, the party's boat is destroyed and the party must disembark and continue on foot.
3	**Ambush**: Riverine creatures ambush the party and attack with surprise. Roll on the River Encounters Table.
4	**Ghosts of the River**: The undead spirits of the adventurers who died in the river stare at the party, either from the river banks or emerging from the river itself. All the characters must Save vs. HCL Fear. All characters add +½ L to the Save. Undead characters, necromancers, paladins and questing knights are immune. Characters that Save as clerics add +L. On a failure, a character gains 1 Madness or loses 2 Life (player's choice).
5	**Teleport**: If there is any other Stretch of river on the map, the boat is teleported there. If there are more stretches, select one randomly. Every time a boat is teleported, the boatman must make a L8 boating Save or the boat will be damaged, as per Damaged Boat (result 2 above). Add the boatman's L to the roll.
6	**Special Feature**: Even if not present on the map, the stretch contains (choose) a Cairn, a Bridge, or an Entrance to a Citadel. You may ignore this special feature or modify the map accordingly.



The Forsaken Rivers

Six underground rivers flow through the Forsaken Depths. In the Trade Language, their names translate as Oblivion, Tears, Death, Flame, Conjuration, and Serpent.

It is very difficult for the explorer to recognize them, because the ever-changing nature of these magic rivers defeats any mapping attempt. But it is obvious that the Precursors knew them well and had built towers, bridges and eldritch cairns to harness their powers. The ruins of these structures are still encountered along the rivers, especially along the rapids of Conjuration, although very few dare enter these crumbling stones.

Rivers are mapped in Stretches, that are a bit like corridors (although encounters on rivers do not use the corridors rules and are treated as rooms).

All rivers use the same map tiles. Stretches have sometimes letters on them that indicate the presence of an unusual feature. A Stretch may have a Ruin (Ru), a Cairn (Ca), a Bridge (B). All rivers use the same encounter Table.

All rivers have some special rules summarized below.

To determine the nature of a river, roll d6. 1= Oblivion, 2= Tears, 3= Death, 4= Flame, 5= Conjuration, and 6= Serpent. Once the nature of a river is known, all the Stretches (tiles) of that river will be of the same type. Once you reach the end of a river (a point where the river can no longer be navigated, and it goes underground, marked by the letters END on the tile), the river ends. You may find another Stretch of River later, but you will have to roll again to determine which river it is.

Every time you move on a River stretch, roll a 2 in 6 chance of a Hazard. If a Hazard is present, roll d6 on the River Hazard Table.

River of Oblivion

While adventuring along the river of Oblivion, any spell-casting roll of 1 or any roll of 1 on a puzzle roll (any Save rolled to solve a puzzle or to open a puzzle-box) means that 1 spell of your choice is "forgotten" by one of your spellcasters. Ignore this rule if you have no spellcasters. In addition, when you enter the Oblivion river, you may remove 1 Madness point from a single character of your choice.

River of Tears

If any character dies while adventuring along the river of Tears, all

other characters receive 1 Madness. It is not possible to use the Resting option along the river of Tears.

This river leads to the Netherworld. If you have the *Four Against the Netherworld* supplement, you may find a way into the Netherworld by spending 3 Clues on any stretch of the River of Tears. If you do not have this supplement or do not have/want to spend the Clues, just ignore this.

River of Death

Along the river of Death, all Attack rolls are at +1 and all Defense rolls are at -1. Necromancers roll d6 every time they cast a spell. On a 1 or 2, the spell is cast normally but it is not "spent". Along the river of Death, all forms of healing (including spells and potions) are at half their normal effectiveness, rounded down. Bandages work normally.

> *For example, a healing potion that normally restores all lost Life will heal the imbiber to ½ of his/her maximum Life, rounded down. A cleric's Healing power will heal half the number of Life points, rounded down.*

River of Flame

The River of Flame is composed of molten lava and boiling waters. Thick clouds of steam obscure vision. All creatures encountered that have a X in 6 chance to surprise the party have a +1 to their chance of surprise. For example, if the party encounters a foe with a 2 in 6 chance of surprise, that foe will have a 3 in 6 chance of surprise.

All characters at the moment of entering a new section of the Flame river must Save vs. HCL+2 fire or lose 1 Life. Pyromancers and Fire elves are immune to this. A spellcaster who fails to Save may sacrifice a Fire-based spell to avoid the damage.

Unless the party is traveling on a fireproof boat, the boiling waters will soon destroy their vessel. Roll d6 every time your boat goes through a stretch of a Fire river. Add +1 for every section of Fire river traversed consecutively by the boat. On a 6+, the boat is destroyed and all characters fall into the boiling waters, automatically taking Tier damage, and must swim to safety. Make a L8 swimming Save for all characters; on a failure, the character takes 2 damage and can try again; on a success, the character safely swims out of the boiling water and stops taking damage. The body of a character killed by the

boiling waters is destroyed and may not be resurrected.

Fireproofing boats: The easiest way to fireproof a boat is by using the Boatman's Luck Heroic spell.

A character with Arcane Tanner may fireproof a boat in 1 hour (equivalent to 6 rolls for Wandering Monsters) if the skin of any dragon is available. You may also use the skin of any creature that is described as being immune to Fire-based attacks, as long as that creature has a physical form (i.e., you cannot skin a fire elemental). A wandering alchemist may fireproof a boat with common alchemical materials costing 20 gp.

River of Conjuration

The River of Conjuration allows any character along its banks to summon the souls of deceased friends and relatives and converse with them for short times. Most people can't resist the urge to speak to their deceased loved ones, either because they miss them, or because they want to learn secrets that only disembodied spirits can know.

All characters wishing to do so, may gain a number of Clues of their choice, but they also gain a number of Madness points equal to the number of Clues gained. You may use this option every time you are traveling on a stretch of the Conjuration River.

Serpent River

The Serpent River owes its name to its twisting, snaking course. When you map the river, you should represent this by never placing a stretch running in the same direction as the previous stretch. You can, for example, angle the stretch 45 or 90 degrees.

All boating rolls on the Serpent River are at -2. In addition, Serpent is inhabited by the most powerful creatures in the Depths. Increase the L of any Major Foe encountered here by 1.

River Features

Whenever you draw a river stretch, roll a d6. On a 1-4, there is nothing unusual. On a 5-6, the river stretch has an unusual feature, that you will mark with a letter. Roll d6 again to determine the nature of the special feature: 1-2 Ru (Ruin), 3-4 Ca (Cairn), 5-6 B (Bridge). Use the following rules:

Ruin

You find a ruined building along the river. If you choose to explore it, generate a random dungeon of d6+2 rooms, using the tiles in *Four Against Darkness* or in any other supplement (*Digressions of the*

Devouring Dead and *Lost Temples of Qaarra* are both thematically appropriate). For the room content, roll on the Forsaken Ruins Content Table. Draw the map on a separate sheet of paper and make a note of its connection to the river tile. Ruins will NOT have a Final Boss, just random content. If you have the *Twisted Dungeons* supplement, feel free to use it here to add complications and surprises.

Bridge

The boat moves near a bridge. There's a 2 in 6 chance that a random foe from the River Encounter Table is guarding the bridge. If the party disembarks, it may continue its travel on foot.

Cairn

A cairn is a mound of stones built by the Precursors to harness the magic energies of the rivers. When the party is in an area marked with a C (Cairn), the party's spellcasters may access these energies. Spellcasters who do this must pass a HCL+5 spellcasting roll. On a success, they may cast a spell without using it up, but they must spend 1 Life point to do so. In other words, the caster loses 1 Life but the spell cast is not erased from the caster's memory. Casters who already use Life points to cast spells may not use cairn energy. Likewise, any spell which causes Life point damage to the caster as part of its casting cost may not be cast using the Cairn energy.

On a failure, the caster fails to connect with the energy of the cairn and has no access to them. The caster may still cast spell normally.

On a roll of a natural 1, choose: the caster either loses 1 Life or 1 spell (as if the spell were cast).

If the content roll for the Cairn features no encounter, you must roll a 2 in 6 chance that the Cairn is guarded by a random creature (roll on the Forsaken Depths River Encounter Table). Cairn guardians perform reaction rolls at +1.

Forsaken Depths River Encounter Table (roll d6)

1	**2d6+1 River Trolls**: HCL+1 minions, 1 Life, 1 attack, 1 Forsaken Depths treasure roll at -1. At the end of any of their turns, there is a 3 in 6 chance that an additional troll will arrive on the scene and join the fray. *Reactions (d6): 1-3 bribe (200 gp or any one gem of any value), 4-6 fight.*
2	**2d6+6 Zombie Hobgoblins**: HCL+1 minions, 1 Life, never test morale, 1 attack. *Reaction: Always fight to the death.*
3	**1 Chaos Cube**: HCL+5 Chaos Weird Monster, HCL Life, never tests Morale, 1 attack per character per turn, 1 Forsaken Depths Treasure roll. Immune to Sleep. Lightning spells and other electrical attack add a +Tier bonus vs. this creature. *Reactions (d6): 1 Ignore the party, 2-3 bribe (20 Food rations), 4-6 fight.*
4	**D6+4 Dark Elves Crossbowmen**: HCL+2 minions, 1 Life, 1 attack, 1 Forsaken Depths treasure roll, normal morale. Before the melee, the dark elves will fire a volley of hand-crossbow bolts at the party. If the volley of ranged attacks kill at least 1 character, the dark elves horde will have +1 to Morale and +1 to L until the end of the battle. *Reactions (d6): 1-3 bribe (200 gp), 4-6 fight.*
5	**2d6 Frogmen of the Deep**: HCL+2 minions, 1 Life, 1 Forsaken Depths treasure roll, normal morale. Immune to Sleep. At the end of any of the turns of the party, if any character has been wounded, select randomly 1 character who was wounded this turn. That character must Save vs. HCL poison or be at -Tier (non cumulative) on Attack rolls. A Blessing removes the penalty. Large characters (trolls, ogres, minotaurs), barbarians and halflings add +L to the Save. Other characters add +½ L. *Reactions (d6): 1-4 bribe (100 gp or the party's boat), 5-6 fight.*
6	**Greater Mutated Goblin**: HCL+3 Chaos Boss Monster, HCL+3 Life, 1 attack inflicting Tier damage, Morale +1, Treasure: 2d6 small gems worth 25 gp each, 5d6 gp + 1 masterwork edged weapon worth d6+4 x 5 gp . Before the melee, the goblin will spew a glob of corrosive mucus. A random character will have to perform 1 Defense roll vs. the goblin's L+1 or be hit by the mucus. The hero hit by the mucus may not flee from the combat and will lose 1 Life per turn, and be at -2 on all Defense rolls until a Blessing is used to remove the mucus or the goblin is defeated. *Reactions (d6): 0-1 offer food and rest, 2 flee, 3 bribe (50 gp), 4-5 fight, 6 Fight to the death. Roll at -1 if the party includes any goblins.*

A pumpkinhead of the depths guards the Gate to a dark Citadel.

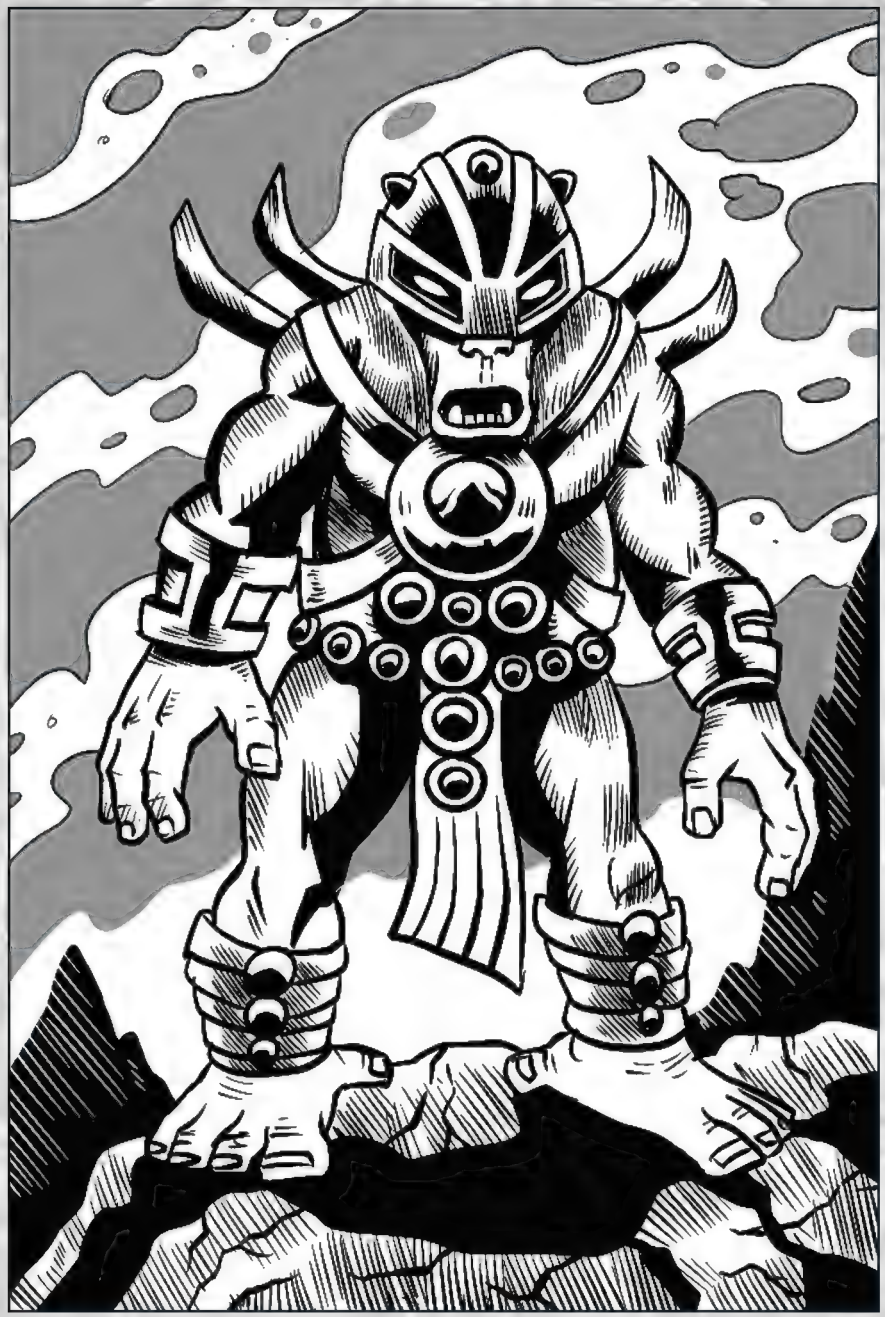
Forsaken Depths Vermin Table (roll d6)

1	**3d6 Shadowbats of the Deep**: HCL+1 flying Vermin, 1 Life, 1 attack, morale -1, no treasure. 2 in 6 chance of surprise. *Reactions (d6): 1-2 flee, 3-6 fight.*
2	**2d6+2 Bloodworms**: HCL+3 Vermin, 1 Life, normal morale, 1 attack, no treasure. If no party member is wounded, decrease their L by 2. *Reactions (d6): 1-2 ignore, 3 flee, 4-6 fight to the death.*
3	**D6+3 Spore Spiders**: HCL+1 Vermin, never tests Morale, 1 attack, no treasure. 4 in 6 chance of surprise. Immune to Sleep. Every time a spore spider is killed by a melee attack, roll a 1 in 6 chance that the attacker is infected by the beast's spores, taking 1 damage at the end of the encounter due to intense coughing. The chance is cumulative, so a character who killed 5 spore spiders will have a 5 in 6 chance of coughing. Any form of magical healing used on the character before the end of the encounter will prevent this loss. If ALL the characters cough, roll a Tier in 6 chance of Wandering Monsters appearing. *Reactions: Always fight to the death.*
4	**2d6 Rockslugs** : HCL+2 Vermin, 1 attack, normal morale. Every hit from a mundane (non-magical) weapon has a 3 in 6 chance of bouncing off the creature's rock hard skin. This chance is reduced to 1 in 6 for Masterwork weapons. *Reactions (d6): 1-2 ignore, 3-6 fight.*
5	**1d6+3 Tiny Land Octopi**: HCL+2 Vermin, 1 attack, normal morale, no treasure. Any character wounded must Save vs. HCL poison or be at -1 on Search and spellcasting rolls until the end of the adventure. A Blessing cast on the character removes all penalties. Large characters (trolls, ogres, minotaurs), barbarians and halflings add +L to the Save. Other characters add +½ L. *Reactions (d6): 1-4 bribe (1 Food ration per octopus), 5-6 fight.*
6	**2d6+1 Deep Cave Spiders**: HCL Vermin, 1 attack, Morale -1, no Treasure. For each 2 spiders killed, reduce their L by 1, to a minimum of L3. Characters killed by Deep Cave Spiders will immediately spawn another 2d6 Deep Cave Spiders, and may not be resurrected. *Reactions (d6): 1 flee, 2-6 fight.*

Large numbers of Drau Derleti (the pitch-black skinned , white-haired "dark elves") haunt the Forsaken Depths. They traditionally associate with shadows and giant spiders.

Forsaken Depths Minions Table (roll d6)	
1	**2d6+1 Deep Trolls**: HCL+1 minion, 1 attack, 1 Forsaken Depths treasure roll at -1. At the end of any of their turns, 1 troll comes back to life and will be able to attack on its next turn. This can be prevented by a character spending 1 turn to hack "slain" trolls to bits, or using a Fire -based attack during the player's turn. *Reactions (d6): 1-4 bribe (any one gem of any value, but you need at least 1 gem per troll), 5-6 fight to the death.*
2	**2d6+2 Deep Hobgoblins**: HCL+3 minion, morale +1, 1 attack, 2 Forsaken Depths treasure rolls. *Reactions (d6): 1-2 bribe (300 gp), 3-6 fight.*
3	**D6+3 Chaos Cultists**: HCL+1 minion, never tests Morale, 1 attack, no treasure. *Reactions (d6): 1-3 bribe (20 Food rations), 4-6 fight to the death.*
4	**2d6 Dark Elves Crossbowmen**: HCL+2 minion, 1 attack, 1 Forsaken Depths treasure roll, normal morale. Before the melee, the dark elves will fire a volley of hand-crossbow bolts at the party. At Legendary Tier, the dark elves shoot twice. If the volley of ranged attacks kill at least 1 character, the dark elves will have +1 to Morale. *Reactions (d6): 1-3 bribe (200 gp), 4-6 fight.*
5	**2d6 Lizardmen of the Deep**: HCL+2 minion, 1 Forsaken Depths treasure roll, 1 attack, normal morale. Any character wounded must Save vs. HCL poison or be at -1 (cumulative) on Attack rolls until the end of the encounter. A Blessing cast on the character removes all penalties. Large characters (trolls, ogres, minotaurs), barbarians and halflings add +L to the Save. Other characters add +½ L. *Reactions (d6): 1-4 bribe (100 gp or 10 Food rations), 5-6 fight.*
6	**2d6+1 Goblins of the Deep**: HCL minions, 1 attack, Morale -1, 2d6 gp Treasure. Before the melee, the goblins will fire javelins at the party (1 damage each). Half of the total javelins, rounded down, will be aimed at the character with the highest current Life point total. When this group is reduced to half its number or less, reduce its L by 2. *Reactions (d6): 1-4 bribe (80 gp), 5-6 fight. Roll reactions at -1 if the party includes 1 or more goblins.*

As the Forsaken Depths Minions are more powerful than those in the Basic Tier, do not apply the -1 on XP rolls for defeating 10 Minion encounters.



Deep trolls are often employed as guardians in the Forsaken Depths. They have a love for shiny things and may be bribed with gemstones and baubles.

Forsaken Depths Horde Table (roll d6)

1	**Horde of Deep Trolls**: HCL+1 Horde, HCL+2 Life, normal morale, 1 attack per character per turn, 1 Forsaken Depths treasure roll. At the end of any of its turns, the horde regenerates 1 Life. *Reactions (d6): 1-3 bribe (200 gp or any one gem of any value), 4-6 fight.*
2	**Horde of Deep Hobgoblins**: HCL+3 Horde, HCL Life, morale +1, 1 attack per character per turn, 2 Forsaken Depths treasure rolls. *Reactions (d6): 1-3 bribe (300 gp), 4-6 fight.*
3	**Horde of Chaos Cultists**: HCL Horde, HCL Life, never tests Morale, 1 attack per character per turn, no treasure. *Reactions (d6): 1-3 bribe (20 Food rations), 4-6 fight.*
4	**Horde of Dark Elves**: HCL+2 Horde, 10 Life, 1 attack per character per turn, 1 Forsaken Depths treasure roll, normal morale. Before the melee, the dark elves will fire a volley of hand-crossbow bolts at the party. Each character must perform 2 Defense rolls, taking 1 damage per failure. At Legendary Tier, perform 3 Defense rolls per character. If the volley of ranged attacks kill at least 1 character, the dark elves horde will have +1 to Morale. *Reactions (d6): 1-3 bribe (200 gp), 4-6 fight.*
5	**Horde of Lizardmen of the Deep**: HCL+2 Horde, HCL Life, 1 Forsaken Depths treasure roll, 2 attacks per character per turn, normal morale. At the end of any of the turns of the party, if any character has been wounded, select randomly 1 character who was wounded this turn. That character must Save vs. HCL poison or be at -1 (cumulative) on Attack rolls. A Blessing removes the penalty. Large characters (trolls, ogres, minotaurs), barbarians and halflings add +L to the Save. Other characters add +½ L. *Reactions (d6): 1-4 bribe (100 gp or 10 Food rations), 5-6 fight.*
6	**Horde of Goblins of the Deep**: HCL Horde, HCL-1 Life, 1 attack per character per turn, Morale -1, 2d6 gp Treasure. Before the melee, the goblins will fire javelins at the party. Each character will have to perform 1 Defense roll or lose 1 Life. The character with the current highest Life point total will have to defend against 2 javelin attacks. When this Horde is reduced to half Life or less, reduce its L by 2, not by 1 as normal. *Reactions (d6): 1-4 bribe (80 gp), 5-6 fight.*

Hordes

Very large numbers of small creatures are treated as a single Major Foe called a HORDE. The Horde performs 1 attack per character per turn, until it is dispersed (fails its morale roll) or is destroyed. Characters can't avoid being attacked: the Horde fills the area and surrounds the party, and every character, including hirelings and animal companions, must perform 1 Defense roll against the Horde's L. Some powerful hordes will perform TWO attacks per turn per character. Even if it is considered as a Major Foe and therefore gives 1 XP roll, a Horde is still composed of many, inferior foes. When Sleep spells and other game effects that defeat a number of Minor Foes are used against a Horde, calculate the number of Minor Foes that would be slain/affected and remove that many Life points from the Horde.

Hordes have plenty of weapons. After defeating a Horde, a party may pick up a Light weapon and a hand weapon for every party member.

A Forsaken Depths Stalker ambushes two adventurers.

Forsaken Depths Boss Monster Table (roll d6)

1	**Armored Forsaken Depths Troll**: HCL+2 Boss, HCL+2 Life, 4 attacks, normal morale, 1 Forsaken Depths Treasure roll at +2. HCL-1 Magic Resistance. Any blow inflicted on the troll by a non-magical source has a 4 in 6 chance of being deflected by its armor and thick skin. *Reactions (d6): 1-3 bribe (200 gp or any one gem of any value), 4-6 fight.*
2	**Deep Hobgoblin Champion**: HCL +4 Boss, 7 Life, 3 attacks, morale +2, 2 Forsaken Depths Treasure rolls. He is typically equipped with a flail that he twirls at incredible speed. His attacks ignore the Defense bonus from shields, even magic ones. *Reactions (d6): 1-2 bribe (300 gp), 3-4 trial of champions, 5-6 fight.*
3	**Chaos Lionman Champion**: HCL+2 Boss, HCL Life, 3 attacks (1 claw strike for 1 damage, 1 bite for 2 damage, 1 axe swing for 2 damage), Forsaken Depths Treasure +2, morale +1. The chaos lionmen are worshippers of Xichtul that have been banned from lionman communities and found shelter in the depths of the world. Before the combat, the lionman will roar his dark god's secret name, striking fear in everyone. All characters must Save vs. HCL+2 fear. Those who fail are unable to explode Attack rolls against the lionman until the end of the encounter. A Blessing removes this condition. Paladins are immune to this effect; all other characters Save at +1/2 L. *Reactions (d6): 1 peaceful, 2-3 bribe (1 humming crystal), 4-6 fight*
4	**Cave Master Psionic**: HCL+3 Boss, 10 Life, 2 attacks (1 psionic blast and 1 club), 1 Forsaken Depths Treasure roll + d6 humming crystals, normal morale. Immune to sleep. HCL-2 magic resistance. Every turn, the cave master psionic performs a psionic blast against the character carrying the highest number of humming crystals. This automatically inflicts 2 damage with no Defense roll possible; the damage can be reduced to 1 if the target Saves vs. HCL+3 psionics. Monks, martial mystics add +L; clerics and wizards add +1/2 L; unliving creatures (elementals, golems, kuklas, undead characters) are immune to this attack and take no damage. If no hero carries any crystals, the attack hits a random target. *Reactions (d6): 1-3 bribe (2 humming crystals), 4-6 fight*
5	**Dark Elf Witch**: HCL +1 Boss, 12 Life, 1 attack, 1 Forsaken Depths Treasure roll and 1 Clue, normal morale. 2 in 6 chances of surprise. If she fights, on her 3rd turn ONLY roll a 4 in 6 chance of 2d6 dark elf crossbowmen arriving to fight at her side (see the Forsaken Depths Minions Table). No elves will arrive if she is killed before the 3rd turn. Hates all elves. Every turn, she will release a blast of dark force. All characters must make a Defense roll or lose 2 Life. Spellcasters may elect to lose one memorized spell instead of taking damage. *Reactions (d6): 1 peaceful, 2-4 bribe (2 Clues or 2 scrolls or 1 magic item worth 200+ gp), 5-6 fight.*
6	**Dark Elf Warlock**: HCL +1 Boss, 12 Life, 2 attacks (1 weapon attack and 1 ice blast), 1 Forsaken Depths Treasure roll+2, normal morale. Hates all females, but will prioritize attacks on female elves and female spellcasters if available. Every turn, he will perform a melee attack with a staff (1 damage) and release a blast of ice (the target must make a Defense roll or lose 2 Life. Bonus from shields counts but bonus from armor is ignored, unless armor has a special defense against Cold-based attacks. Barbarians and Ice-based characters add +1/2 L to their Defense rolls). Roll reactions at -1 per every dark elf witch killed by the party during the current adventure. *Reactions (d6): 1 peaceful, 2-4 bribe (1 scroll or 1 magic item worth 200+ gp), 5-6 fight.*

Forsaken Depths Weird Monster Table (roll d6)

1	**Chaos Mothbeast**: HCL+2 chaos Weird Monster, HCL Life+2, 6 attacks, normal morale, 1 Forsaken Depths Treasure roll at +2. This cat-headed moth is the size of a horse and has a 2 in 6 chance of surprising the party. It attacks by biting and clawing, using all of its attacks against a single random target every turn. The beast is hit at +3 by ranged attacks. Characters with ranged weapons may continue to use them throughout the combat as the mothbeast swoops by. However, the creature's wings create a chaos warp in reality, and any ranged attack directed at the beast has a 3 in 6 chance of hitting a random party member instead. The party member may NOT defend against this friendly fire. *Reactions (d6): 1-2 flee, 3 bribe (1 live animal), 4-6 fight.*
2	**Forsaken Depths Leviathan**: HCL +4 Weird Monster, HCL+5 Life, 3 attacks (1 bite and two pincers, damage 1 each), morale +1, 2 Forsaken Depths treasure rolls. Before the melee, the leviathan performs 2 ranged attack with an energy blast at 2 different, random targets. This blast ignores the protection of non-magical shields and armor and inflicts 1 damage. When the Leviathan is reduced to half Life, do NOT reduce its level. *Reactions (d6): 1-3 bribe (1 live animal), 4-5 fight, 6 fight to the death.*
3	**Agnas Bird**: HCL+2 Weird Monster, HCL Life, 5 attacks (4 claws for 1 damage, 1 bite for Tier damage), no treasure (see below), normal morale. This is an evil woman turned into a harpy-like creature by a curse. Her human legs are covered in dark feathers that look like feathered boots. These may be harvested as alchemical components (worth 5d6x10 gp) for potions of speed and flight. At the center of her chest, the Agnas' feathers form a purple and black symbol. At the beginning of a combat, anyone who fails to Save vs. HCL+2 illusions (gnomes and wizards add +L, halflings add +1) must roll on the Hallucinations Table. A character who knows the secret of the Agnas bird (see Heroic Secrets) may use a Blessing (make a successful spellcasting roll against the bird's L, a cleric or wizard add +L) to break the curse and restore the woman's original human form, thus ending the encounter (treat the woman as a L1 rogue; roll a 3 in 6 chance she will join the party if you want; if not, she will thank the party and go on her way). If you break the curse, you gain 1 XP roll in addition to the XP for defeating the monster. *Reactions (d6): 1 flee, 2 peaceful, 3-4 bribe (1 humming crystal), 5-6 fight*
4	**Forsaken Depths Worm**: HCL+3 Weird Monster, HCL Life+2, 4 attacks (tentacle lashes), 1 Forsaken Depths treasure roll, normal morale. Immune to poison and sleep. Until the worm is reduced to 1/2 Life, attacks against it may not explode. Spells ignore this rule. *Reactions (d6): 1-3 bribe (10 food rations), 4-6 fight*
5	**Forsaken Depths Stalker**: HCL +1 Weird Monster, HCL Life (maximum 12 Life), 1 attack, 1 Forsaken Depths treasure roll, morale -1. 4 in 6 chances of surprise. During its first attack, IF it attacks by surprise, the stalker performs 4 attacks, all against the same target. If the party has at least one character with the Danger Sense skill, the stalker performs only 2 attacks. *Reactions: always fights.*
6	**Forsaken Depths Fungal Sludge**: HCL+4 Weird Monster, HCL Life, 1 Forsaken Depths treasure roll. The creature does not attack, but all characters must Save vs. HCL poison every turn until the creature is killed. As the fungal blob sticks to the character's clothes and equipment, it is possible to flee from this fight ONLY by abandoning ALL possessions or when the creature is killed. A hero failing a Save vs. poison takes Tier damage. All characters add +½ L to the Save. Halflings, trolls, ogres and barbarians add +L. Undead and artificial characters are immune. *Reaction: Always fights to the death.*

The Agnas bird is a grotesque human/avian hybrid created by a curse. A character who knows the reason for the curse may break it with a Blessing and return the creature to its original human form.

Legendary Spell Table (roll d6)

1	**Contact Forgotten God**: When this spell is cast, the caster immediately gains 1 Madness, loses 2 Life, and can do one of the following: 1) Resurrect a dead party member who has been killed no more than 1 hour/6 areas before (the resurrected character will return to play at the minimum level possible in the current Tier, but will not lose any Skills gained during play), at half their maximum Life points. This may be performed in combat. No character may be resurrected with this spell more than once in his/her lifetime. 2) Slay a minor or Major Foe that is NOT a Final Boss, destroying all the creature's treasure in the process. The slain foe does count as normal for XP purposes.
2	**Eldritch Storm**: This spell can do one of the following: 1) Prevent an enemy's attack while the party withdraws from combat; 2) Be used as a ranged attack (add the caster's L to the spellcasting attack roll) inflicting 4 damage on a successful hit; 3) Be used as a ranged attack, adding +3 to the caster's Spellcasting roll (In addition to the caster's bonus) but inflicting only 1 damage, even on an explosive result; 4) Knock down a single door of any level, unless it is described as immune to magic.
3	**Illusionary Distractions**: This illusion spell (which may also be learned by gnomes) targets all foes in an encounter and needs a successful spellcasting roll against the target's L. On a success, the targets are distracted and all rogues and assassins add +L to their Attack rolls against the enchanted opponent/s, and all other characters who have no military training (no Level-based bonuses on Attack rolls) get to add +½ L. Animal companions do not get any bonus, but hirelings do. The effect lasts until the end of the encounter. The spell may also be used to let the party flee from an encounter without receiving any attacks as they move away. This also requires a successful spellcasting roll.
4	**Furnace of the Amulet**: This spell works like Fireball but inflicts Tier damage if it hits the target. If any Major creature is destroyed by the spell, the wizard may try to imbue its power into an amulet in the same turn. A gem with a basic value of at least 200 gp is required for this to work. The wizard must have the gem in a pocket and must succeed on a spellcasting roll against the target's L. Add the wizard's +L to the roll as usual. On a failure, the gem cracks.It may be still sold for 50 gp but may not be used again to cast this spell. On a success, the caster creates a Legendary Amulet (see the Legendary magic Items Table) with a number of charges equal to the original creature's L. Once all charges are used (each Save performed by the wearer will use 1 charge), the gem turns to dust. This is a fire-based spell and may be studied by fire mages. 1 Soul cube from *Four against the Netherworld* may be used to recharge the Amulet to its full number of charge, but this must be done before the last charge is used and the stone turns to dust. You may NOT use multiple amulets of the same type.
5	**Blinding Lightning**: The wizard creates a lightning that hits and blinds the target of the spell. Roll a spellcasting roll against a single target, at +3 if the target is a metallic creature such as an automaton or an iron golem. If the roll is successful, the target takes Tier damage and loses 2 levels. This is an Electricity-based spell so it has no effect on lightning elementals and monsters unaffected by electricity. The level-reduction represents the target being blinded by the flash – foes who do not rely on sight like Colossal Worms or do not have eyes are immune to the level reduction effect.
6	**Destroy Invincible Fiend**: This spell may be cast only against a foe that has survived at least 12 attacks from the party (no matter who performs them, no matter if they inflict damage or not – just keep track of the number of attacks aimed at the foe), or to a foe that is hit only by magic when the party members have no magic weapons. With a successful spellcasting roll against the target's L, the foe is destroyed. The spell also destroys all the possessions of the target, so all the foe's treasure is lost. If the spellcasting roll fails, there is no effect.

Entrance to a Citadel on the River of Conjuration

Heroic Magic Item Table (roll d6)

1	**Lucky Boat**: This boat can carry up to 6 people and their belongings. It has 3 magical charges. Each charge can cast the Boatman's Luck spell once. When the charges are depleted, the boat may be recharged with 1 humming crystal (from this Table) or 1 soul cube (from *Four Against the Netherworld*). See Boatman's Luck spell for additional details. This boat will work as long as there is at least a gnome or spellcaster (druid, wizard, necromancer, etc.) aboard. Without these characters, it can be used as regular boat. Two characters, or a single troll or ogre, are required to carry the boat. Characters carrying the boat will be encumbered (-1 to Defense) and may not carry anything else. Resale value: 120 gp, +20 gp per unused charge.
2	**Swimmer's Robe**: The wearer gains a +3 to all swimming Saves. This is cumulative with the bonus from the Heroic Swimmer skill. Resale value: 80 gp.
3	**Repeating Crossbow**: This item is mechanical, not magical, and may be used by barbarians and gnomes, and by any character who can use bows or firearms. It requires two hands to use. The repeating crossbow allows to perform ranged attacks at +1. If the user has the Heroic Double Shot skill, the wielder may perform 2 ranged attacks at +1 per turn. If at any point the user rolls a 1, the user must spend 1 turn to reload or unjam the weapon. The weapon has a protruding blade that counts as a light slashing weapon, so the user may fight in melee without spending a turn to draw another weapon. Resale value: 60 gp.
4	**Deepbane Stick**: This magic cudgel is a one-handed crushing light weapon. In the hands of any gnome, wizard, druid, conservationist, elder or necromancer, it strikes at +4 against any creature with the words "forsaken", "deep" or "depth" in its name, and ignores the -1 for being a light weapon. In addition, the wielder always adds +½ L to any Save vs. such creatures. Resale value: 300 gp.
5	**Gauntlets of Shadow and Lightning**: This pair of metal gauntlets (one black, one white) may be worn by any hero who can use heavy armor. The wearer gains +1 to Defense rolls and may not be disarmed (ignore any abilities forcing the character to drop his/her weapon). In addition, once per adventure/chapter, the wearer may project a wall of shadows (allowing the party to flee from a combat without receiving any attack) or a flash of light: perform a spellcasting roll against the target's L, adding the wearer's L; on a success, the opponent is blinded; all Defense rolls against a blind creature are at +3 until the end of the encounter. Shadow creatures (shades, shadows) ignore the wall of shadows, but lose 4 Life if hit by the blinding flash. Skeletal undead, mummies and creatures that do not rely on eyesight, like the Colossal Worms of the Forsaken Depths, are immune to the blinding effect of the flash. The single use of the item may be recharged by sacrificing 1 humming crystal. Resale value: 200 gp.
6	**d3 Humming Crystals**: These violet, shimmering crystals were created by the Precursors to store magic energy. The art of creating them is lost, but they can be used to recharge a spent magic item. A single crystal may be sacrificed to recharge a one-use magic item or to Save a scroll from being destroyed when the spell is cast or copied. The crystal is destroyed instead. Crystalmancers can use them to recharge any magic item that would be rechargeable using a Soul Cube. Resale value: 90+2d10 gp each.

Legendary Magic Item Table (roll d10)

1	**Legendary shield**. +Tier bonus to Defense rolls. This shield is unbreakable. Any results that destroy the shield only force the wielder to drop the shield (the dropped shield may be recovered at the end of the combat). Resale value: 500 gp.
2	**Legendary wizard's staff**. +Tier bonus to Spell-casting rolls. The staff is used to cast spells and therefore the wielder need not have a free hand to cast. The staff may also be used in combat as a Legendary blunt light weapon +1/+5 (subtract -1 from Attack rolls because it's a light weapon). Resale value: 600 gp.
3	**Legendary weapon**. +Tier bonus to Attack rolls. Roll d6 to determine weapon type. 1-2= bow or sling (choose), 3= light weapon (choose: blunt or edged), 4-5= hand weapon (choose: blunt or edged), 6= two-handed weapon (choose: blunt or edged). Resale value: current Tier bonus x 100 gp (-100 gp for a Light weapon).
4	**Legendary armor**. +Tier bonus to Defense rolls in addition to the normal Defense roll for Light (+1) or Heavy (+2) armor. Roll d6 to determine what kind of armor it is: 1-4 Legendary light armor, 5-6 Legendary heavy armor. Roll a 2 in 6 chance that the Armor is non-metallic. Resale value: 500 gp for a suit of light armor, 700 for a suit of heavy armor.
5	**Legendary amulet**. +Tier bonus to all Saves performed by the wearer. The amulet will not work in the presence of a monster with a magic resistance of 15+. Resale value: 700 gp.
6	**Legendary Attire**. Wearer gains +Tier bonus to all wooing rolls. The attire may NOT be worn in conjunction with any type of armor (magic items that give a bonus to Defense rolls, like rings or bracers, are ok). Every time the wearer is involved in a melee, roll a 1 in 10 chance, at the end of the combat encounter, that the attire is so dirty (from blood, mud, monsters' ichor, etc.) that it will not work until 20 minutes (2 Wandering Monsters rolls) are spent washing it. Resale value: 400 gp.
7	**d6 Humming Crystals**: These shimmering crystals were created by the Precursors to store magic energy. The art of creating them is lost, but they can still be used to recharge a spent magic item. A single crystal may be sacrificed to recharge a one-use magic item or to prevent a scroll from being destroyed when the spell is used or copied. The crystal is destroyed instead. Resale value: 90+2d10 gp each.
8	**Legendary Healing Cauldron:** This item may be used only once per adventure, when the party use the resting option. The cauldron will produce a number of potions of healing equal to Tier bonus. The potions must be used immediately: they will lose all powers after 30 minutes. The potion may be imbibed by anyone who can drink potions. Resale value: 1000 gp.
9	**Legendary Talisman.** The wearer gains a number of Luck points equal to the item's Tier bonus. These may be used like the halfling's Luck ability. Resale value: 900 gp.
10	**Legendary Cooking Utensils.** These utensils may be used only by a halfling or by an ogre grub-man (from the *Delvers and Wanderers* supplement). A halfling user may use the Nutritious Meal ability an additional number of times per adventure equal to the item's +Tier bonus. An ogre grub-man doubles the number of Food points created with the Butchering ability. Resale value: none.

The Lady in Black holds the key to the secrets of the Forsaken Depths.

Cyclopean Idol Table (roll d6)

1	The idol may be climbed. A character may reach its head with a successful HCL+1 climbing roll (rogues add +L, halflings and barbarians add +½ L, characters in heavy armor subtract -2). On a failure, the character doesn't manage to climb. On a roll of 1, the character falls and takes 2 damage from the fall. On the head of the idol, there is a 3 in 6 chance of finding d3 gems, each worth d6x20 gp. Each gem has a 1 in 6 chance of being protected by a magic trap (HCL+1, inflicts Tier damage on a failed Save, and the thief is also forced to perform another Climbing Save or fall).
2	As you get closer, the idol moves to attack you. Walking Idol, HCL+4 Artificial Weird Monster, HCL+4 Life, +2 morale. Immune to poison and all spells except the druid's spell Destroy the Unliving which inflicts Tier+2 damage. All mundane attacks have a 3 in 6 chance to bounce off its stony surface, inflicting no damage to the idol. If you flee from this encounter without destroying the idol, in all future rolls on this Table during the current adventure treat results of 1 as 2. *Reaction: Always fights.*
3	The idol's pedestal has a Secret Door that may be opened by spending 1 Clue or by performing a successful Search roll (you may try as many times as desired, attracting Wandering Monsters on all rolls of 1). If you enter the door, generate a random dungeon of d6+3 tiles, using the tiles from *Four Against Darkness*. Roll for its contents on the Forsaken Depths Ruins Table. In the last room you visit, regardless of any encounters or other events you may have there, you will also find 1 random treasure or 1 random Heroic spell etched on a wall (your choice).
4	Upon getting closer to the idol, all your characters feel their life force being sapped away. All heroes except artificial, elemental and undead ones lose 1 Life. All heroes taking damage here have a 1 in 6 chance of gaining 1 Clue due to psychic visions assaulting their brains. Roll separately for each hero.
5	A Lady in Black, a Dark Oracle of the Forsaken Depths, resides on the idol. You may ask one question, gaining 1 Clue, if you sacrifice 1 Heroic magic item on the altar. You may also roll on the Forsaken Depths Quest Table, but if you do so, she will enchant a random character, and that character will die, with no chance of resurrection, at the end of the adventure if the Quest is not completed. No other interactions are possible with the Oracle – she will disappear if you attempt to attack her, woo her, or cast a spell.
6	A random Heroic Spell is etched on a bas-relief decorating the pedestal. Wizards may learn it with a successful XP roll and copy it to their grimories, without the original disappearing. See the Magic section for details.

Often, suspended bridges offer a quick but dangerous way to cross the rivers of the Forsaken Depths.

Forsaken Depths Quest Table (roll d6)	
1	**Bring back my escaped servitor!** Roll on the Forsaken Depths Minions Table to select a Minion type. To find the escaped servitor, you may do one of the following: 1) spend 2 Clues to find the servitor in the next room/area you visit, and then capture the servitor with a Sleep spell or with a successful non-lethal melee attack at -1; or 2)Roll a 1 in 6 chance of finding the servitor as a prisoner in the lair of any Major Foe you encounter (in this case, you must defeat the foe to free the servitor. Once you bring the servitor back to its master, you will receive 1 XP roll and 1 roll on the Heroic Magic Item Table or on the Legendary Magic Item Table, as appropriate to your party's Tier.
2	**Defeat my enemy!** Roll to select a random Weird or Boss Monster (your choice) from the tables in this book. You will meet this creature automatically after 5 areas, or immediately as soon as you spend 1 Clue. After defeating the creature, return to the area where the Quest was given to receive 1 XP roll and 1 roll on the Heroic Magic Item Table or on the Legendary Magic Item Table, as appropriate to your party's Tier.
3	**Find the Lost Pages of my Tome!** Four pages were stolen from a book belonging to the Quest-giver. Every time you find 1 scroll, you may decide that you find one of the lost pages instead. Once the pages are returned to their owner, you receive 1 XP roll and 1 roll on the Heroic Magic Item Table or on the Legendary Magic Item Table, as appropriate to your party's Tier.
4	**I need three special items!** You must collect 3 magic items of any type (including scrolls) and bring them here. The magic items you have now are not good for this. The items you must find must be DIFFERENT from anything you own now. Upon bringing 3 newly acquired items back to the current location, you will receive secret information (3 Clues) and 1 XP roll.
5	**Pilgrimage to the Idols!** You must visit 3 idols and return here, explaining what you have learned from the experience. You must roll on the Cyclopean Idol Table every time you visit an idol, and play out the events listed there. When you return here, your reward will be (choose): 1 XP roll for all characters, or 1 roll on the Heroic Magic Item Table.
6	**Clean Out the Dark Pits!** To fulfill this Quest, you must generate a random dungeon of d6+3 tiles. Use the Forsaken Depths Ruins Content Table to determine the content of each room. You must kill all occupants. If you do not meet any occupant, the last room will automatically contain 1 Weird Monster with its Life points increased by 50% (round up). Upon returning to the Quest-giver, you will gain 1 XP roll and a scroll with 1 Basic, Expert, Heroic or Legendary spell of your choice, regardless of your party's current Tier.

Forsaken Depths Hallucination Table (roll d6)	
1	**I am Surrounded by Foes**: The character thinks all party members are foes and will attack them. Count the hallucinating character as a Boss of the same L and Life. Halve L if it's a character who does not add any bonus to Attack rolls. After attacking a random friend each turn for d3+1 turns, the hallucination ends and the character returns to normality. A friend may remove the hallucination immediately with a Blessing.
2	**My fingers are worms**: The character thinks his/her fingers have become worms and will stare at them in horror, dropping anything in his/her hands. The hallucination ends after one full encounter (10 minutes) or immediately if a Blessing is cast at the hallucinating character or if the character takes damage.
3	**There is no danger here**: The character ignores the next source of danger. If it is something requiring a Save, the character will automatically fail the Save and suffer the effects. If it is an attack, the character will not defend and take damage. After one damaging event happens, the hallucination ends.
4	**Horrors from Beyond**: The character sees a tear in the fabric of reality and perceives a glimpse of a world of unspeakable horrors from another dimension. The character receives a number of Madness points equal to Tier.
5-6	**Revelations**: The character sees a tear in the fabric of time and perceives a glimpse of events to come. The character receives 1 Madness point. The character will be able to do one of the following (choose as soon the occasion presents itself): negate an ambush (a foe that can surprise the party will act AFTER the party), automatically Defend against a single attack, automatically succeed a Save roll, automatically succeed at a Search roll, know the content of a room in advance (roll before the party enters the room). Once this revelation happens, the effect of the hallucination ends (the Madness point remains with the character).

If hallucinations are caused to foes, roll on the above Table, but mirror the result so they affect the foe as follows:

1) The foe is treated as a warrior controlled by the party and attacks the other foes. If there are no other foes, the foe wastes 1 turn, then there is no further effect.

2) The foe stops attacking and defending (all attacks on the foe and Defense rolls vs. the foe succeed automatically) until the foe takes damage. If the party wants to flee, the characters may move out of this melee without suffering any attacks.

3) The foe is hit automatically by the next attack. This also means the foe will be affected by the next spell cast against it, without any need for a spellcasting roll, UNLESS the foe has Magic Resistance. If the foe has MR, a spellcasting roll is still required to defeat the MR.

4) A Minor Foe is knocked out. A Major Foe runs away. No effect on Final Bosses and monsters who never test Morale.

5-6) The foe perceives a glimpse of the future. The next Attack or spellcasting roll performed at the foe will automatically fail. However, reduce the foe's L by 1 to represent the effect of madness-inducing visions on its psyche.

Forsaken Depths Ruins Content Table (roll 2d6)	
2-3	**Complex machinery**. Characters may roll vs. HCL+4 difficulty to understand the machinery (gnomes and artificers add +L to the roll, wizards add +½L). On a failure, the character takes Tier damage. On success, the character gains 1 Clue. 1 attempt per character allowed, only when the room is visited for the first time.
4	**Servitors**. Roll on the Forsaken Depths Minions Table.
5	**More servitors**. Roll on the Forsaken Depths Minions Table, but increase the number of Minions rolled by 2.
6	**Hall haunted by psychic residue**. All characters must Save vs. HCL+3 psychic assault. All characters add +½ L. Wizards, demonologists and witch hunters add +L. On a failure, a character must do one of the following: 1) Take 3 damage; 2) Gain 1 Madness; 3) Lose 2 spell slots until the end of the adventure (the spells contained in those slots are wasted; a spell requiring more than 1 Slot is also wasted if at least 1 slot used for that spell is lost). A character rolling a success gains a +3 to this Save should s/he Save again vs. psychic assault. This bonus lasts until the end of the adventure.
7	**Trap**. Roll on the Forsaken Depths Trap Table. If it's a room, roll a 2 in 6 chance that there is a random treasure here. If it's a corridor, there is no treasure.
8	**Boss Monster**. Roll on the Forsaken Depths Boss Table. This may NOT be the Final Boss, but it counts on the list of Major Foes encountered (the modifier for the d6 roll to determine whether a Major Foe is the Final Boss).
9	**Weird Monster.** Roll on the Forsaken Depths Weird Monster Table.
10	**Empty.** You may Search this space.
11	**Event.** Roll on the Forsaken Depths Events Table.
12	**Secret passage.** Here you may find a secret passage leading you to one of the following: 1) a random dungeon in the Abyss (created with *Four Against the Abyss*); 2) a random hex on the Netherworld map (see *Four Against the Netherworld*); 3) a Citadel (roll on the Forsaken Depths Citadel Table). You have three options to find the secret passage: 1) spend 3 Clues; 2) defeat three HCL+3 traps, each dealing Tier damage on a failed Save; 3) defeat two random Weird Monsters. The two monsters may be fought one at a time, or both at the same time (your choice). They have no treasure and their only reaction is Fight to the Death.

Exploring ruined buildings in the Forsaken Depths sometimes leads to the discovery of chambers full of complex, puzzling machinery.

Forsaken Depths Trap Table (roll d6)

All Traps are HCL+Tier+2. All characters add +½ L to the Saves listed below. Halflings may always reroll a failed Save unless a better alternative is listed for them. Additional modifiers, if any, are in the descriptions of the Traps.

1	**Magic Resistant Liquid**. A random party member must Save or be splashed with a magic resistant liquid that will prevent the character from using any spell or prayer, including those on scrolls or cast through magic items, for the next hour /six rooms. Elves Save at an additional +1. Wizards Save at +L.
2	**Oblivion Trapdoor**. The first character in the marching order must Save or fall into a trapdoor, taking 1 damage from the fall. Rogues add +L to this roll. The character can come out of the trapdoor only with the help of at least one friend. All the other party member must Save vs. the Oblivion trapdoor's L or forget the friend even existed! If no character remembers the character fallen into the trapdoor, that character and his/her equipment is lost forever. The oblivion magic extends to the rest of the world. Even if the forgotten character was member of a guild, he will be forgotten by all colleagues, relatives, lovers and friends. Characters falling into the trapdoor may escape only through means of dimension-traveling magic or a Wish spell.
3	**Obsidian Disk**. A large obsidian disk, sharp and rotating like a buzz-saw, is shot from a mechanism in a wall and flies towards the party. All party members must Save (rogues add +L; all characters add their Armor and Shield bonus to the Save) or receive Tier+2 damage. The obsidian disk shatters into 1d6 pieces. Each of them can be fashioned into a brittle but very sharp Masterwork Knife (a light slashing weapon that breaks on any Attack roll of 1, but increases by 1 the chance of an explosion). The knives can be resold for 10 gp each.
4	**Beast Cage**. If the first character in marching order fails to Save vs. this Trap, a magic cage in a wall opens and a random Weird Monster from the Forsaken Depths Weird Monster Table attacks the party, gaining surprise. This monster will have no Treasure and may not be the Final Boss of the adventure.
5	**Soulbinding Trap**. The last character in marching order must Save vs. this Trap or be bound to the current room. Until a Blessing is used to free the character, the character will suffer the loss of 1 Life or gain 1 Madness (player's choice) for each area of distance from this room. The character may remain in the room and will not be disturbed by Wandering Monsters if left alone. Doomed characters (from the *Delvers and Wanderers* supplement) and artificial characters (constructs, kuklas, eldritch puppets, golems, etc.) are immune to this Trap. Elemental characters are NOT immune.
6	**Disintegration Blast**. A random character must Save or be incinerated. If the character carries any permanent magic item (single use items like potions or scrolls do not count), the character may have the magic item be disintegrated instead, taking Tier+1 damage from the concussion. Halflings may reroll this Save twice and choose the best result. Incinerated heroes may not be resurrected.

Forsaken Depths Room Content Table (roll 2d6)

2-3	**Complex Machinery**. Characters may roll vs. HCL+2 difficulty to understand the machinery (gnomes and artificers add +L to the roll, wizards add +½L). On a failure, the character takes Tier damage. On success, the character gains 1 Clue or finds d6 Food rations, your choice. In the first case, the machine gives information on a crystal screen; in the second case, the machine is a food dispenser that drops highly nutritious snacks. 1 attempt per character allowed, only when the room is visited for the first time. Once the nature of the machinery is known, no more attempts can be made.
4	**Hallucination**. The foreboding, gloomy atmosphere of the Forsaken Depths causes a random character to hallucinate. Roll on the Hallucinations Table. After this has happened twice in an adventure, if this result is rolled again, roll on the Forsaken Depths Event Table instead.
5	**Vermin**. Roll on the Forsaken Depths Vermin Table.
6	**Servitors**. Roll on the Forsaken Depths Minions Table.
7	**Trap**. Roll on the Forsaken Depths Trap Table. If it's a room, roll a 2 in 6 chance that there is a random treasure here. If it's a corridor, there is no treasure. After the trap has been resolved, you may pick up the treasure, if any, and Search the area, if you want.
8	**Boss Monster**. Roll on the Forsaken Depths Boss Table. This may be the Final Boss. Use the standard system to determine whether this is the Final Boss. Roll d6 at the beginning of the encounter, adding +1 for each Major Foe (Weird Monster or Boss Monster) encountered so far in the current dungeon. On a 6+, that is the Final Boss.
9	**Weird Monster.** Roll d6. On a 1-3, roll on the Forsaken Depths Weird Monster Table. On a 4-6, roll on the Forsaken Depths Citadel Weird Monster Table. In both cases, this may be a Final Boss. Use the standard system to determine whether this is the Final Boss. Roll d6 at the beginning of the encounter, adding +1 for each Major Foe (Weird Monster or Boss Monster) encountered so far in the current dungeon. On a 6+, that is the Final Boss.
10	**Empty.** You may Search this space.
11	**Event.** Roll on the Forsaken Depths Events Table.
12	**Horde.** Roll on the Forsaken Depths Horde Table.

Forsaken Depths Citadel Table (roll d6)

1	**Ghost Citadel**. Upon entering, all characters gain 1 Madness and must Save vs. HCL+6 magic or roll on the Hallucinations Table. All characters add +½ L to this Save, and wizards add a further +1. Generate the ghost citadel as a random dungeon of 3d6 rooms, but assume the tiles are 5 times as large (due to their size, all corridors count as rooms). The last room will automatically be occupied by a Weird Monster which counts as a Final Boss: roll on the Citadel Weird Monster Table.
2	**Crowded Citadel**. Generate this Citadel as a random dungeon of 4d6 rooms. Double the numbers of all Minions encountered. The inhabitants tend to be more civilized and less violent compared to other denizens of the Forsaken Depths: subtract 1 from all Reaction rolls.
3	**Citadel of Traps**. This Citadel is composed of 10+2d6 rooms. Every time that the content roll shows Minions or Hordes, roll a 4 in 6 chance of a Trap instead. If there is a Trap, no Minions or Hordes are encountered. Roll on the Forsaken Depths Trap Table to determine the nature of the trap. Every room guarded by a Trap will have a 3 in 6 chance of containing some treasure (roll on the Forsaken Depths Treasure Table).
4	**Prisoners of the Citadel**. This is a random dungeon of 3d6 rooms. As soon as you enter, the gates of the Citadel lock behind your back. Escape is impossible until you find a Secret Exit by spending 4 Clues. If you want, any Weird Monster or Boss Monster defeated in this dungeon will have 1 Clue INSTEAD of its treasure. When you spend 4 Clues, the Secret Exit will be found in the next room you enter. If this happens when all the rooms have been visited, the Secret Door can be opened only in the FIRST room.
5	**Citadel of Dead Things**. Generate this as a random dungeon of 2d6+6 rooms. No healing of any kind except bandages may be used in this dungeon. A cleric of a death god, a necromancer or an undead character will automatically receive 1 XP if they visit all the rooms in the dungeon.
6	**Magic Citadel**. Treat it as a random dungeon of 3d6 rooms. Monsters encountered here have NO Magic Resistance (Magic Resistance is suspended in this Citadel). In addition, in every room you MAY roll a 1 in 6 chance of finding an Idol or an Altar. Roll d6, 1-3 = Idol, 4-6= Altar. If you find an Idol, roll d6. On 1-3, it's just a status. On 4-6, roll on the Cyclopean Idol Table. An altar will have a random Heroic Spell etched on the pedestal. Wizards may learn it with a successful XP roll and copy it to their grimories, without the original disappearing. See the Magic section for details. In the last room of the dungeon, there is automatically a Cyclopean Idol guarded by a Weird Monster with +1 Life point. This monster will be immune to ALL the spells found in the Citadel. After defeating the Weird Monster, roll on the Cyclopean Idol Table.

Citadel Weird Monster Table (roll d6)

1	**Chaos Mothbeast Queen**: HCL+6 Chaos Weird Monster, HCL Life+6, 6 attacks, normal morale, 2 Forsake Depths Treasure rolls at +1. The mothbeast appears like a cat-headed moth the size of a horse. It has a 3 in 6 chance of surprising the party. It attacks by biting and clawing, using all of its attacks against a single random target every turn. The beast is hit at +3 by ranged attacks. Characters with ranged weapons may continue to use them throughout the combat as the mothbeast swoops by. However, the creature's wings create a chaos warp in reality, and any ranged attack directed at the beast has a 3 in 6 chance of hitting a random party member, hireling or animal companion instead. The party member may NOT defend against this friendly fire. *Reactions (d6): 1-2 flee, 3 bribe (1 live animal), 4-6 fight.*
2	**Undead Leviathan**: HCL+5 Undead Weird Monster, HCL+6 Life, 3 attacks (1 bite inflicting Tier damage and 2 pincers inflicting 1 damage each), morale +1, 2 Forsaken Depths Treasure rolls. Before the melee, the leviathan performs 2 ranged attacks with an energy blast at 2 different, random targets. These blasts ignores the protection of non-magical shields and armor. When the Leviathan is reduced to half Life, do NOT reduce its L. It is immune to Sleep and poison; takes 2 damage if splashed with a vial of Holy Water. *Reactions (d6): 1-3 bribe (1 live animal), 4-5 fight, 6 fight to the death.*
3	**Pumpkinhead of the Depths**: HCL+5 Weird Monster, HCL+3 Life, 3 attacks (bite, bite, spit seeds), standard morale, 2 Treasure rolls at -1 on the Forsaken Depths Treasure Table. Bite inflicts Tier damage. The seeds inflict 1 damage, and in addition if they hit the target must Save vs. confusion (all character add +½ L, and characters who Save as Wizards add +L;) or be unable to perform any action during their next turn. The Pumpkinhead of the Depths has a MR equal to HCL+1 and is immune to poison and Sleep. *Reactions (d6): 1-3 bribe (1 scroll or magic item), 4-6 fight.*
4	**Forsaken Depths Colossal Worm**: HCL+3 Weird Monster, HCL+6 Life, 4 attacks (tentacle lashes, inflicting 2 damage each), 1 Forsaken Depths Treasure roll, normal morale. Immune to poison and Sleep. Until the worm is reduced to ½ Life, attacks against it may not explode. Spells ignore this rule. *Reactions (d6): 1-3 bribe (10 food rations), 4-6 fight*
5	**Forsaken Depths Savage Stalker**: HCL+3 Weird Monster, HCL+1 Life (minimum 10, maximum 14 Life), 1 attack, 1 Forsaken Depths Treasure roll, normal morale. HCL Magic Resistance. 4 in 6 chances of surprise. During its first attack, IF it attacks by surprise, the stalker performs 4 attacks, all against the same target. If the party has at least one character with the Danger Sense skill, the stalker performs only 2 attacks during this first turn. In following, non-surprise turns, the stalker performs only 1 attack. All its attacks inflict 1 damage. *Reactions: always fights.*
6	**Giant Fungal Sludge**: HCL+4 Weird Monster, HCL+6 Life, 1 Forsaken Depths treasure roll, never tests morale. The creature does not attack, but all characters must Save vs. HCL poison every turn until the creature is killed. As the fungal blob sticks to the character's clothes and equipment, it is possible to flee from this fight ONLY by abandoning ALL possessions or when the creature is killed. A hero failing a Save vs. poison takes Tier damage. All characters add +½ L to the Save. Halflings, trolls, ogres and barbarians add +L. Undead and artificial characters are immune. *Reaction: Always fights to the death.*

Forsaken Depths Treasure Table (roll d10)	
0	d6x10 Food points and d6 bottles of fine wine (10 gp each).
1	A value of up to 50 gp in common equipment you could purchase from any equipment Table.
2	A bundle of precious silk worth d20+20 gp. This may be found only once per adventure; if you roll it a second time, reroll.
3	10d6+10 gp OR a Masterwork weapon of your choice.
4	A gem worth 5d6 x 5 gp.
5	A piece of jewelry worth 5d6x6 gp.
6	D6 Masks of Thar-Tizan (minor magic items worth 50 gp each). The wearer may ignore 1 event that would cause him/her to gain 1 Madness (this destroys the mask). As long as the mask is worn, the wearer is immune to the Nightmare Mist event from the Forsaken Depths Event Table.
7	Choose: 10 silvered melee weapons of your choice OR 5 Legendary magic arrows or crossbow bolts (one use missiles that add +Tier to their Attack roll, resale value 15 gp per missile) OR 1 masterwork bow with 24 silver-tipped arrows.
8	2 potions of healing or 2 scroll each with a random spell (roll on the Tier-appropriate Table or on lower Tier tables if you prefer).
9	A scroll with some secret information (worth 2 Clues) or Magic (1 roll on a Tier-appropriate Magic Item Table from this book).
10+	Roll twice on this Table, OR: roll FOUR times on this Table AND roll a 4 in 6 chance of an encounter with Wandering Monsters surprising the heroes while they pick up the treasure.

Forsaken Depths Event Table (roll d10)	
1	You meet a **Lady in Gray** who asks you to perform a Quest. Roll on the Forsaken Depths Quest Table.
2	**Winds of Despair**. All characters must choose, they must either gain 1 Madness, or lose 2 Life.
3	**Something stirs in the Darkness.** For the duration of the next 6 rooms/areas/60 minutes, all empty rooms have a 3 in 6 of having a random encounter from the Forsaken Depths River Table. All encounters will have a 1 in 6 chance of surprising the party, unless a Blessing is immediately cast upon the party as soon as this event is rolled.
4	The underground labyrinth suddenly shifts and changes. Reroll the shapes (but not the content) of the last 5 rooms you visited.
5	**Flood.** Water rises suddenly, sweeping the party. All characters must perform 3 HCL+2 Swimming Saves, losing 1 Life for every failed attempt. All scrolls have a 2 in 6 chance of being destroyed. All bows will be at -2 on Attack rolls for the next 12 rooms (2 hours), until the strings have dried properly.
6	**Earthquake**. The walls shake and large stones fall upon the party. Each party member must Save d3 HCL stones, losing 1 Life per every failed Save.
7	**Nightmare Mist**. You encounter a strange, glowing mist that seems to infect your minds, causing hallucinations and paranoia. All living characters must Save vs. HCL+2 hallucinations or roll on the Hallucinations Table. Characters wearing Masks of Thar-Tizan are immune to the mist.
8	**The Portal.** You find a working portal, that can teleport any characters crossing it to one of the following locations (choose): 1) The Demesne described in *The Courtship of Flower Demons*; 2) The Netherworld described in *Four Against the Netherworld*; 3) A random room (not the first room) of a random dungeon in the Abyss. Every time a character crosses the portal, the character takes 1 Life damage.
9	**The Passage.** You discover a Secret Door that leads to a random Citadel. Roll on the Citadel Table if you decide to explore it. There is a Tier in 6 chance that the corridor leading to the Citadel is protected by a trap (if so, roll on the Forsaken Depths Trap Table). Map the Citadel on a separate sheet of paper.
10	**The Hidden Treasure Chamber.** You find a Secret Passage with stairs leading to a treasure room containing 3 magic items appropriate to your Tier (roll on the Heroic or Legendary Magic Item Tables). They are always protected by a random Weird Monster with +4 Life points that will fight to the death (ignore its Reaction Table).

Heroic Secrets (5 Clues each)

Secret of the Agnas Bird

Upon spending the Clues, you learn the secret of the Agnas bird. When you encounter the Agnas bird, you may use a Blessing (make a successful spellcasting roll against the bird's L, clerics or wizards add +L) to break the curse and restore the woman's original human form, thus ending the encounter (treat the woman as a L1 rogue; roll a 3 in 6 chance she will join the party if you want; if not, she will thank the party and go on her way). If you break the curse, you gain 1 XP roll in addition to the XP for defeating the monster.

Secret Location of an Artifact

Upon spending the Clues, you learn the location of a Heroic Magic Item. Roll on the Heroic Magic Item Table to determine what you found. You will automatically find it in the next room/space you visit. If that room is occupied by monsters, the item will be part of their treasure or otherwise guarded by them.

Secret Passage in the Forsaken Depths

Upon spending the Clues, you learn the location of a secret passage that will lead you to one of the following (choose):

1) A chamber with a Cyclopean Idol (roll on the Cyclopean Idol Table)
2) A Secret Entrance to a Citadel
3) A secret entrance to one River of your choice.

Legendary Secrets (6 Clues each)

Secret Location of a Legendary Artifact

Upon spending the Clues, you learn the location of a Legendary Magic Item. Roll on the Legendary Magic Item Table to determine what you found. You will automatically find it in the next room/space you visit. If that room is occupied by monsters, the item will be part of their treasure or otherwise guarded by them.

Secret Entrance to a Legendary Citadel

Upon spending the Clues, you find an access to a random Citadel. Roll twice on the Citadel Table and choose one of the results.

Secret Location of a Legendary Inscription

Upon spending the Clues, you learn the location of a Legendary Inscription. This will be in the next room you visit. Roll on the Legendary Spell Table to determine what you found. You will be allowed to copy the spell from the inscription. If that room is occupied by monsters, the inscription will be guarded by them and you will not be able to copy it until you defeat or bribe the occupants of the room.

Secret Magic Weakness

Upon spending the Clues, you are able to ignore the Magic Resistance of a place or monster for the whole duration of the encounter.

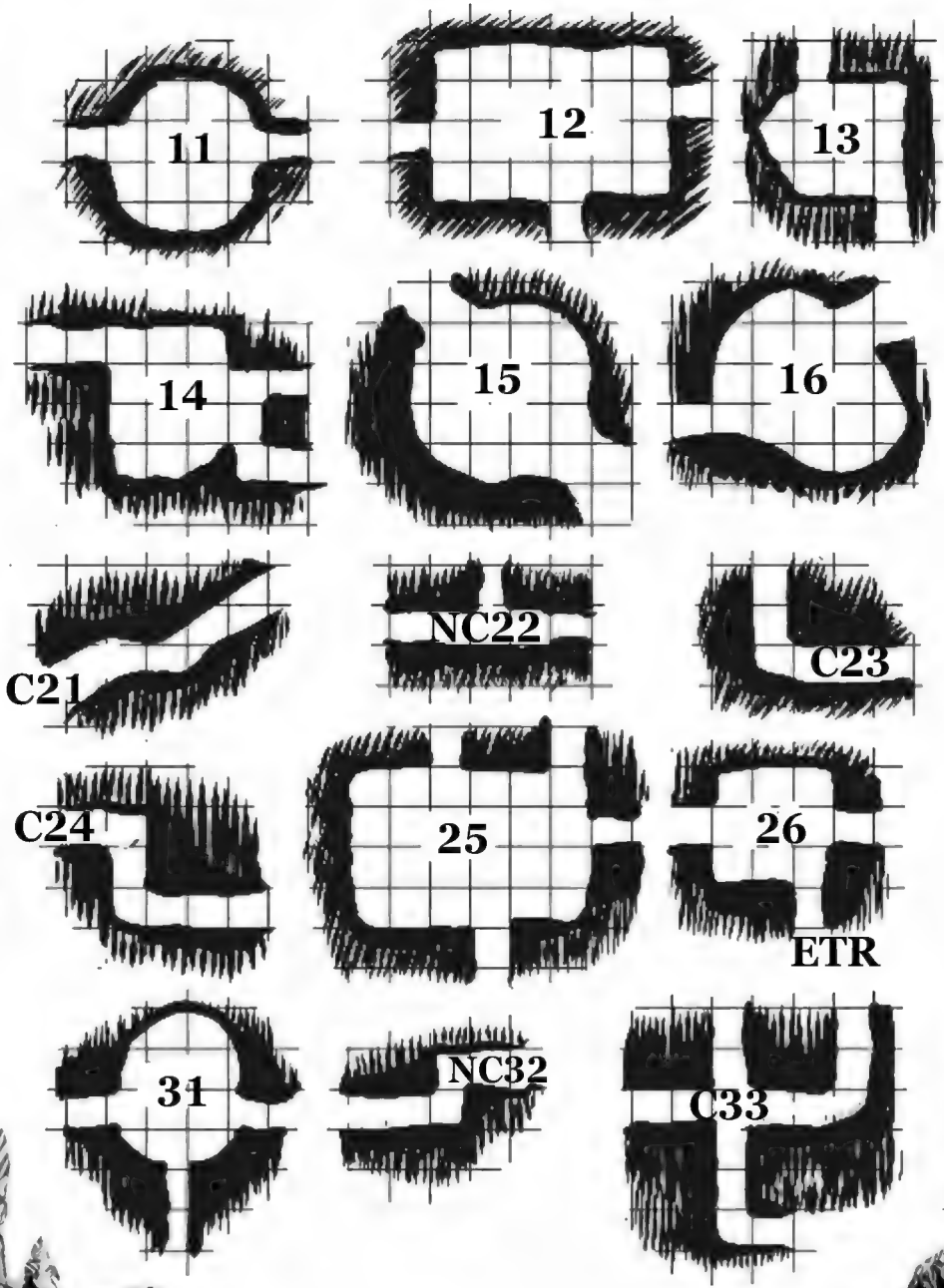
To generate a tile, roll d66 and draw the corresponding tile shape on your map. Remember that you can always rotate, flip, or mirror tiles, prolong corridors or truncate tiles if there is no space on the page.

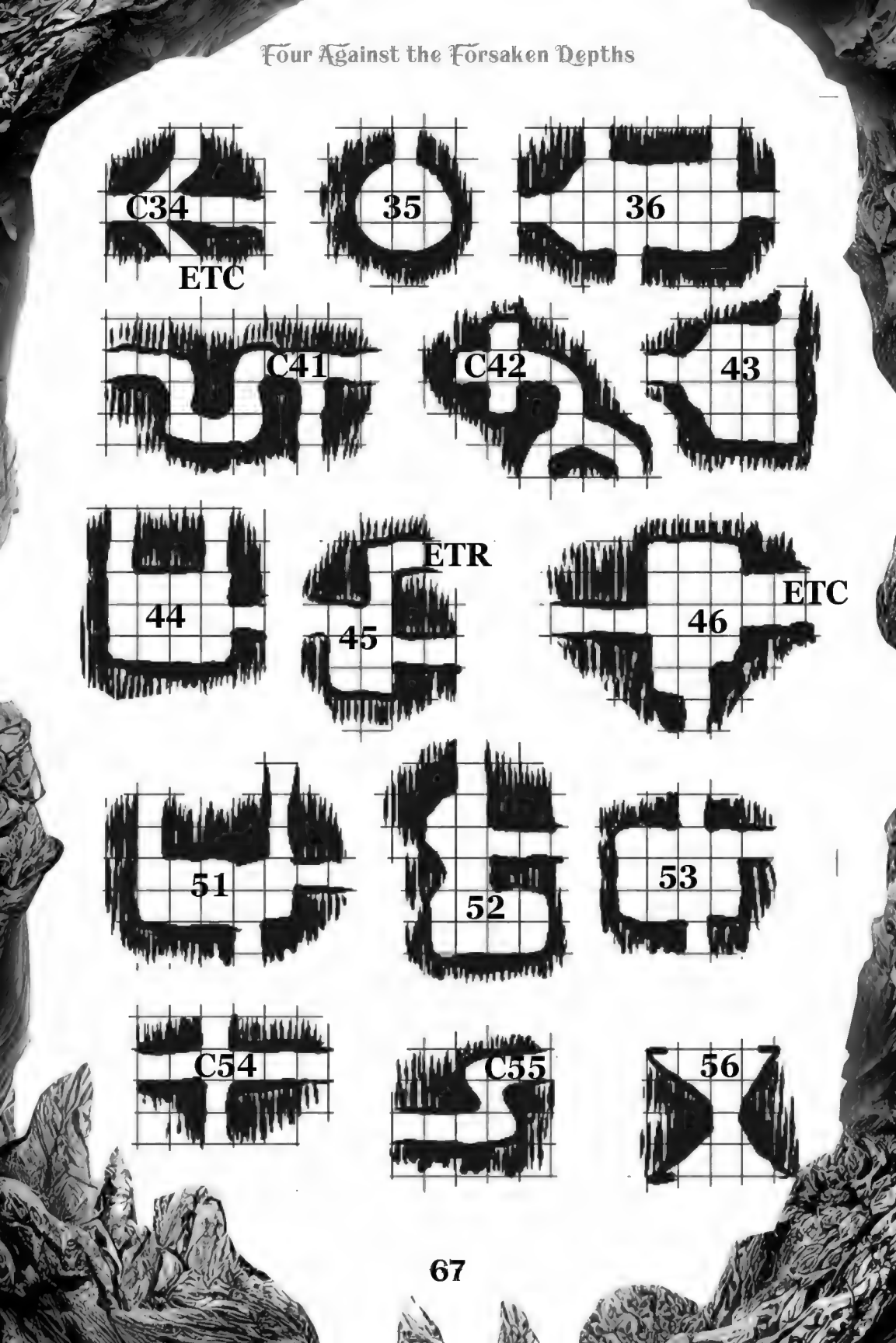
Ruins are generated on a separate sheet as dungeons of d6+2 tiles, using the tiles from any *Four Against Darkness* book you own. **Cairns** are always a single room and do not need a separate map.

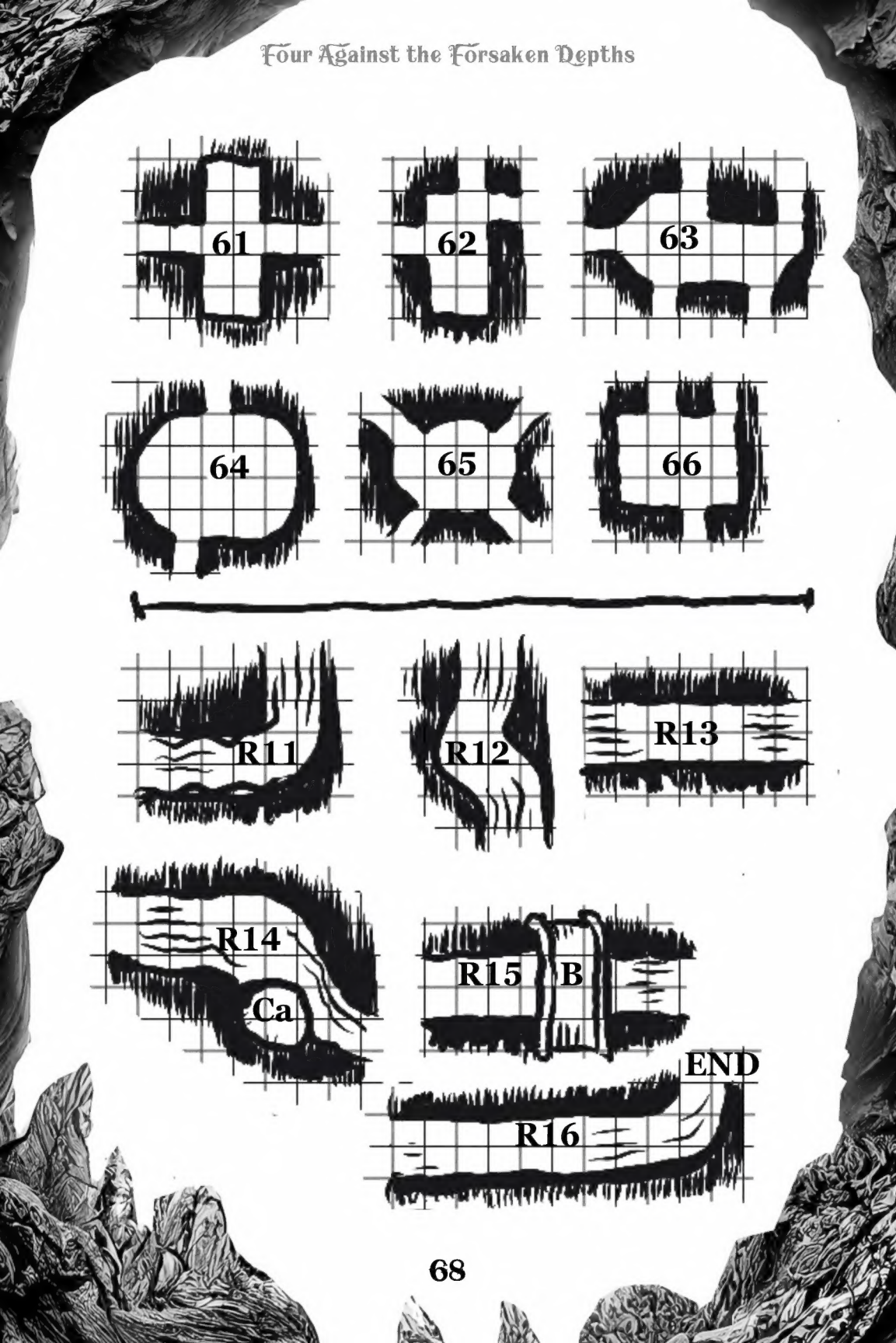
River Type (d6)
1= Oblivion
2= Tears
3= Death
4= Flame
5= Conjuration
6= Serpent

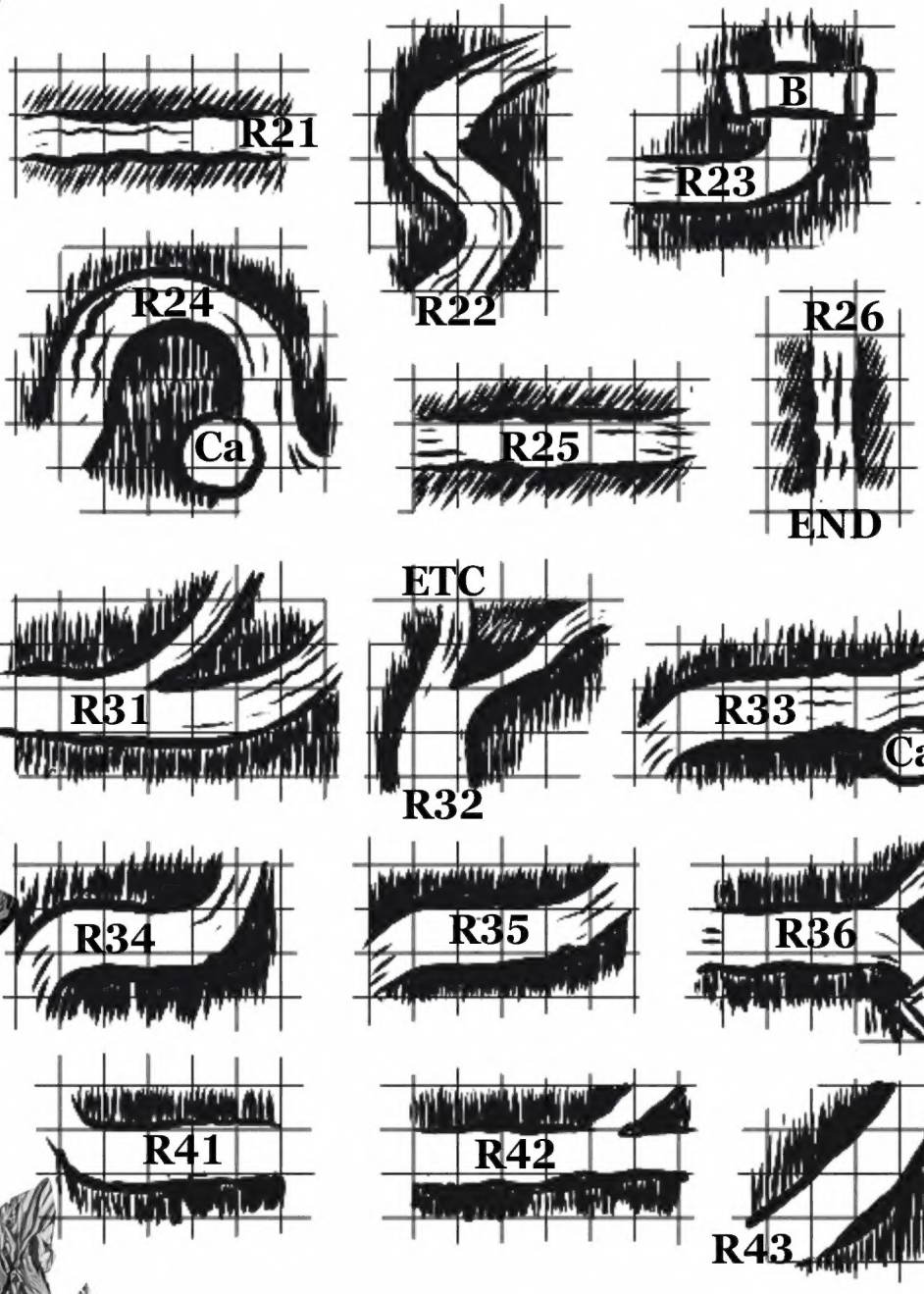
Map Symbols
C= Corridor
NC= Narrow Corridor
R= Stretch of a River
ETC= Entry to Citadel
B= Bridge
Ru= Ruins
No Symbol = Room
Ca= Cairn
ETR= Exit to River
END = River Ends

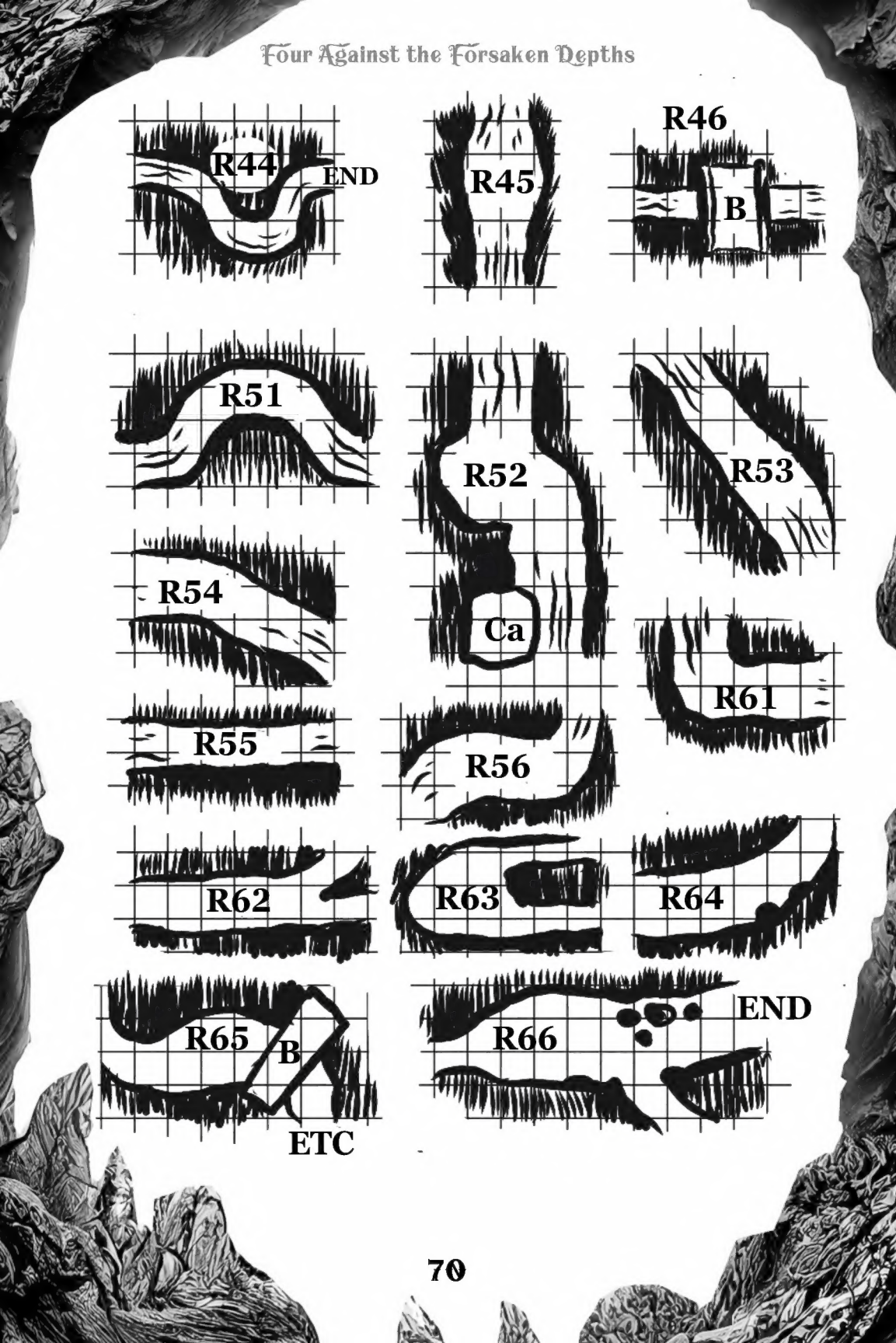
Tile Shapes




C34
ETC
35
36
C41
C42
43
44
ETR
45
46
ETC
51
52
53
C54
C55
56


61
62
63
64
65
66
R11
R12
R13
R14
Ca
R15
B
END
R16


R21
R22
B
R23
R24
Ca
R25
R26
END
ETC
R31
R32
R33
Ca
R34
R35
R36
B
R41
R42
R43


R44
END
R45
R46
B
R51
R52
R53
R54
Ca
R61
R55
R56
R62
R63
R64
R65
B
ETC
R66
END

Deeper Than the Abyss

Delve into the bowels of Norindaal and level up your heroes! This book has all the rules for the Heroic and Legendary adventuring Tiers, and describes the lethal dangers and limitless riches of the Forsaken Depths.

This book requires a copy of *Four Against Darkness* and *Four Against the Abyss*.